VOID 1.1™

JUNKERS FORCE BOOK

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DESIGN AND DIRECTION
John Robertson

GAMES DESIGN
John Grant

WRITTEN AND DEVELOPED BY
Mark Brendan, Adam Souness & John Robertson

ARTWORK
Stuart Beel

LAYOUT & DESIGN
Christina Robertson

COVER ARTWORK
Adrian Smith

HEAD SCULPTOR
Kevin White

FIGURE SCULPTORS
Peter Flannery, Nick Collier & Steve Saleh

FIGURE PAINTERS
Mark McNaught, Andy Wedmore & Christian Weiss

MODEL MAKING GUIDES
Gary Chalk

PAINTING GUIDES
Christian Weiss

PHOTOGRAGHY
Davidson Read Associates

PLAYTESTERS
Ben Brownlie, Adam Davies, Alan Davies, Frank Miller, Andrew Starling, Mark Singleton, Thorsten Stein, Bill Ward, Spencer Warner, Christian Weiss, G3 Gaming Group & South East Scotland Wargames Club

DIRECTORS
John Robertson (Managing), John Grant & Félix Garzón

SALES
Moray Grant, Oliver Jech, Craig McDowell, Alex Theys, Tom Wakeford & Jonathon White

DESIGNERS
Nick Collier, Peter Flannery, Christina Robertson, Steve Saleh & Kevin White

PRODUCTION
Celine Leuty, Craig Leslie & Willie Stirling

WEB MASTER
Rob Grant

General enquires:
INFO I-KORE.COM
Sales enquires:
SALES I-KORE.COM
Website:
WWW.I-KORE.COM

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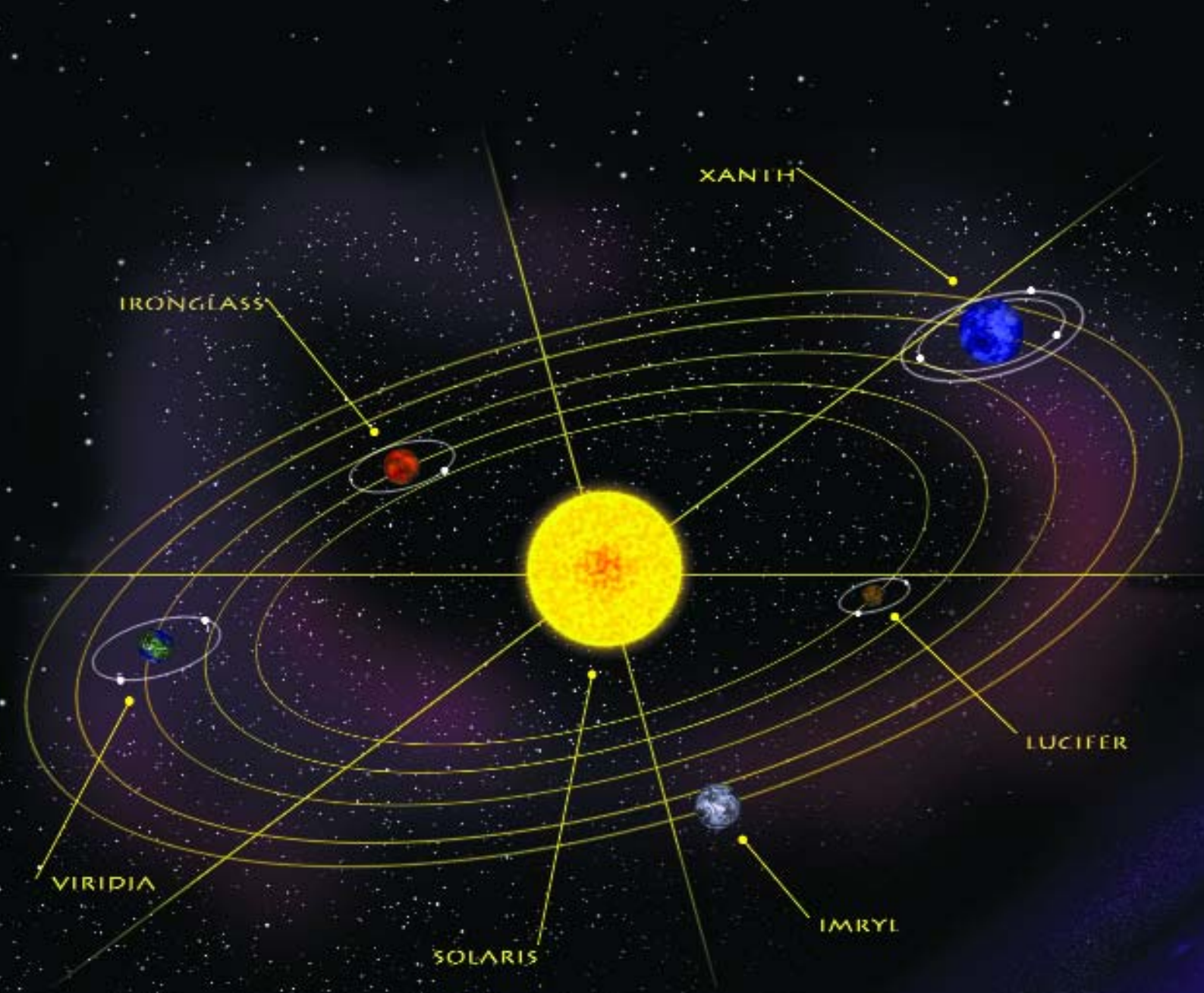
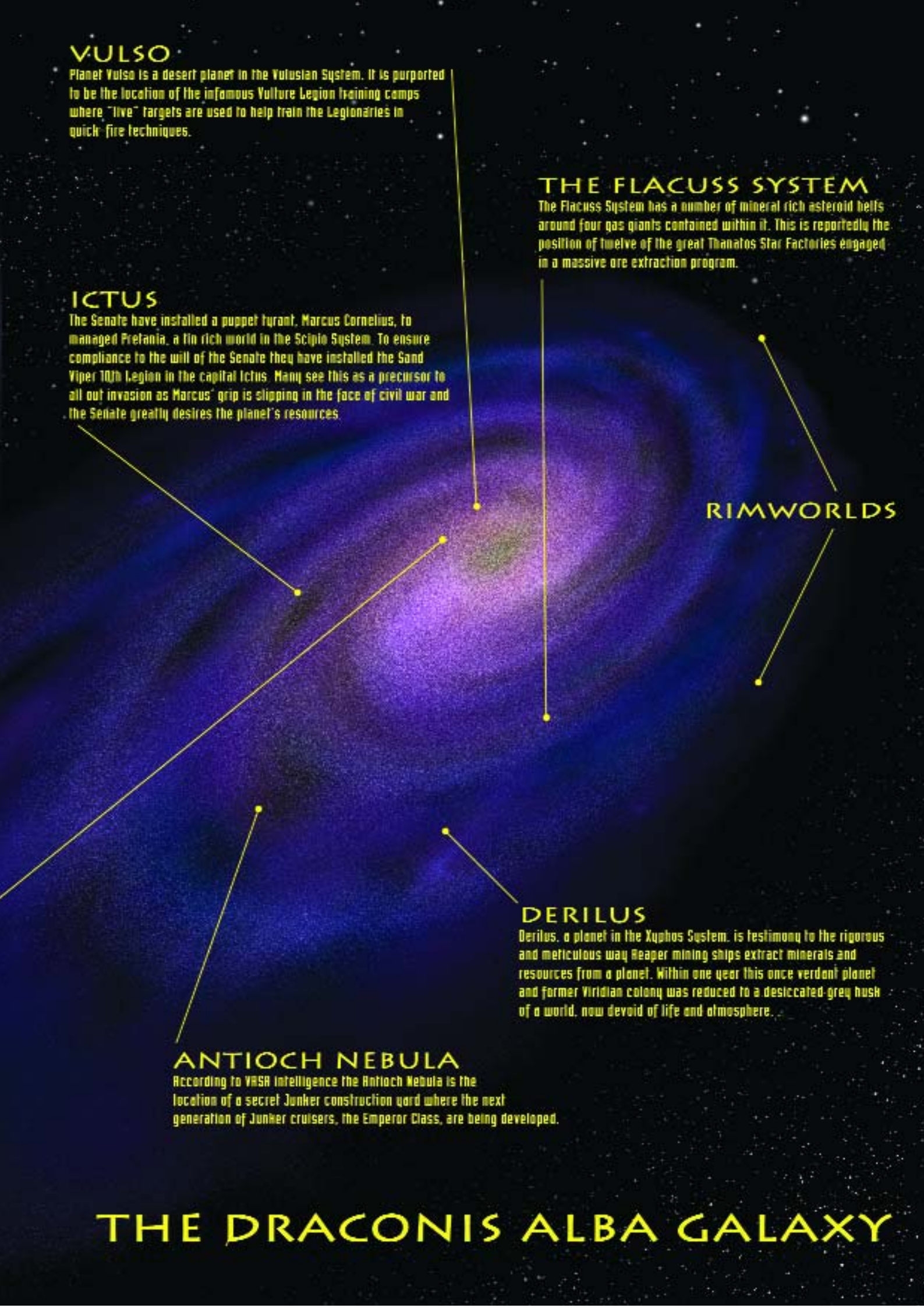


VIRIDIA-SOLARIS/LEVIATHAN BINARY SYSTEM

The Viridia Solaris/Leviathan binary system is a twin star system consisting of the main sequence yellow star Viridia Solaris and the long dead black dwarf Leviathan and their satellites.
The binary system was formed 5.5 billion years ago when the immense gravity field exerted by Leviathan captured the young Viridia Solaris system.


VULSO
Planet Vulso is a desert planet in the Vulustan System. It is purported to be the location of the infamous Vulture Legion training camps where "live" targets are used to help train the Legionaries in quick fire techniques.
THE FLACUSS SYSTEM
The Flacuss System has a number of mineral rich asteroid belts around four gas giants contained within it. This is reportedly the position of twelve of the great Thanatos Star Factories engaged in a massive ore extraction program.
ICTUS
The Senate have installed a puppet tyrant, Marcus Cornelius, to managed Pretania, a tin rich world in the Scipio System. To ensure compliance to the will of the Senate they have installed the Sand Viper 10th Legion in the capital Ictus. Many see this as a precursor to all out invasion as Marcus' grip is slipping in the face of civil war and the Senate greatly desires the planet's resources.
RIMWORLDS
DERILUS
Derilus, a planet in the Xyphos System, is testimony to the rigorous and meticulous way Reaper mining ships extract minerals and resources from a planet. Within one year this once verdant planet and former Viridian colony was reduced to a desiccated grey husk of a world, now devoid of life and atmosphere.
ANTIOCH NEBULA
According to VASA intelligence the Antioch Nebula is the location of a secret Junker construction yard where the next generation of Junker cruisers, the Emperor Class, are being developed.
THE DRACONIS ALBA GALAXY

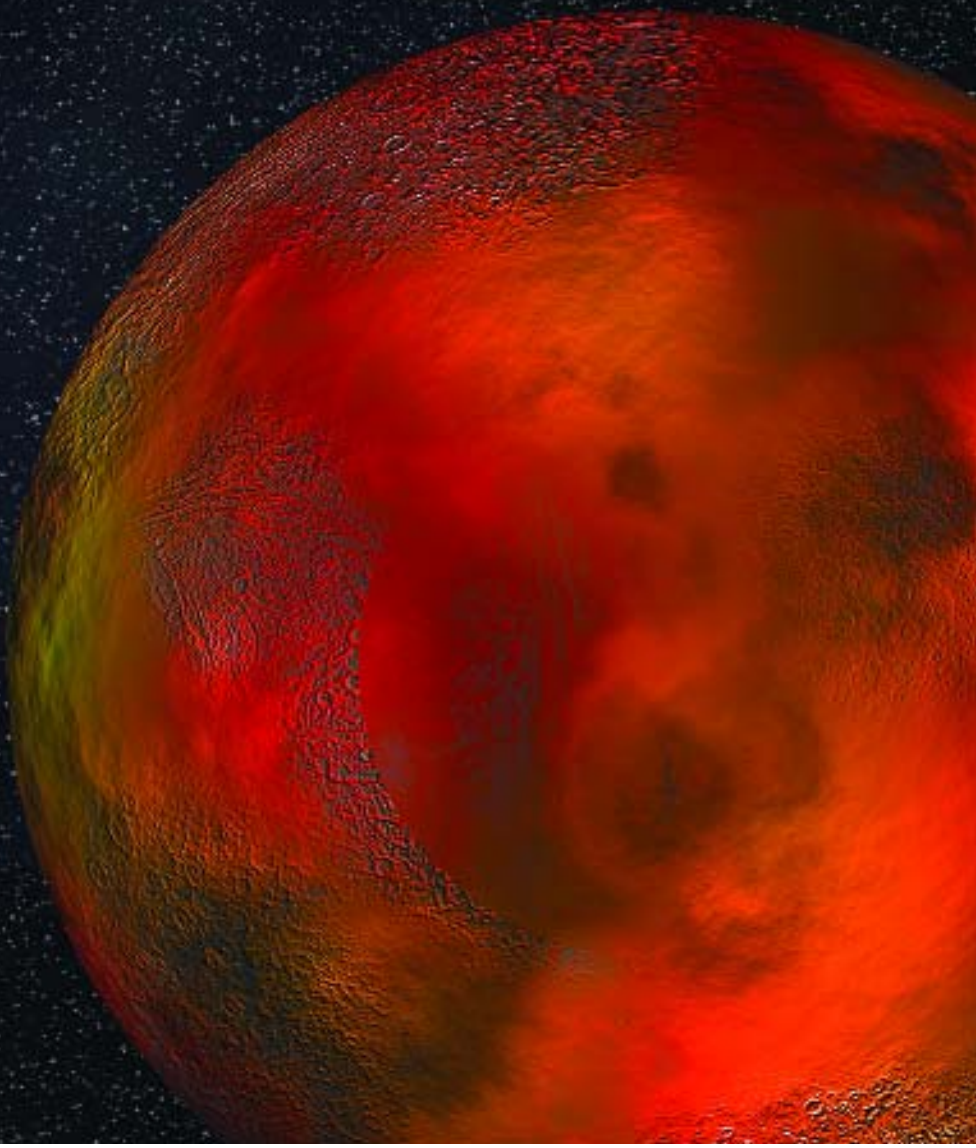
VIRIDIA-SOLARIS/LEVIATHAN BINARY SYSTEM

VIRIDIA

Type: Jungle World
Periastron: 149.6 million km
Radius: 6371 km
Orbital Period: 372 days
Population: 7.9 billion
Atmosphere: Humid/ Life Sustaining
Moons: Hecate, Raphomet

VECTIS

Type: Moon/Historic Space Colonisation Centre
Perigee: 284,000 km
Radius: 1,738 km
Orbital Period: 31 days
Population: 2,013 Staff
Atmosphere: Sealed Bio-Domes



IRONGLASS

Type: Desert World
Periastron: 108.2 million km
Radius: 7,709 km
Orbital Period: 168 years
Population: 3.2 billion
Atmosphere: Arid/Life Sustaining
Moons: Vectis

JUNKERS: THE LEGIONS OF IRONGLASS

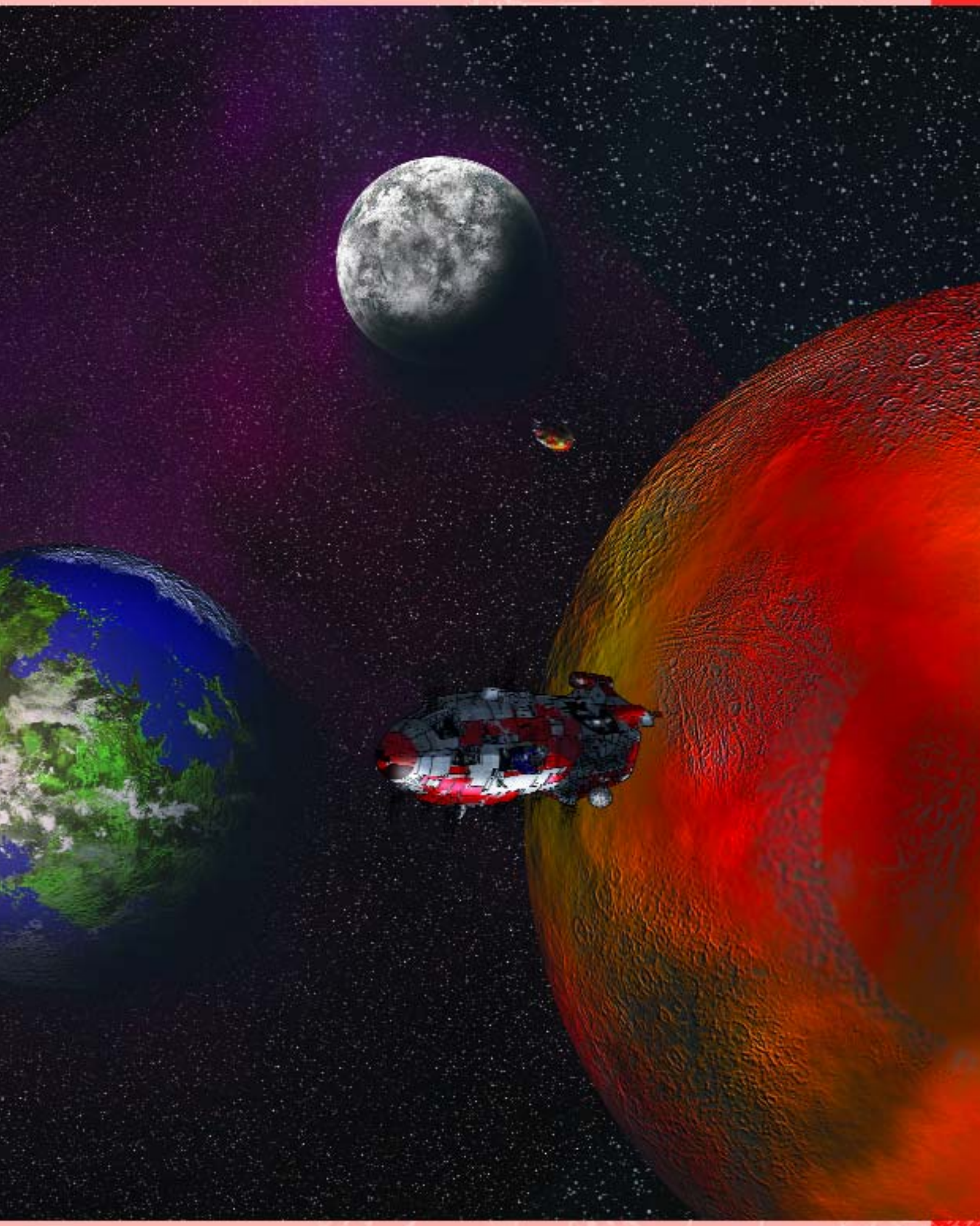
IRONGLASS

The second planet out from Viridia Solaris is Ironglass, a large ball of rock with some unusual geological and astronomical features. Ironglass has a rotational period that is absolutely equal to its orbital period around the star. This means that its year is precisely the same length as its day, and because of this day and night never change on their respective sides of the planet. On the day side, known as the Red Erg because of its deserts of ferric sands, temperatures above ground are intolerable to humans not equipped with some sort of protection. Meanwhile on the night side, or Darkside as its known, the planet is freezing. There is a thin band between the two, known as the Meridian, where temperatures are favourable to settlers. Ironglass's famous honeycomb structure is thought to be the result of a cataclysmic gas explosion within the newly formed core, back when the planet was still coalescing around Viridia Solaris. It is composed almost entirely of silicon, though there are abundant traces of iron throughout the Red Erg. Ironglass's indigenous life consists of microscopic red algae and bacteria, and all the higher plants and animals to be found there now were brought from Viridia by colonists. Since the arrival of the colonists, Ironglass has become prone to violent and unpredictable sandstorms. This is thought to be a manifestation of the 'butterfly effect', because the planet had no weather before their arrival. It is thought that the disturbance of air currents caused by moving humans introduced an element of chaos that bred geometrically.

Life on Ironglass has never been particularly easy, and it persists in being a miserable exercise in surviving day to day for large numbers of the current population. The original settlers from Viridia found life on the Meridian tolerable, if rather basic when they first arrived there. The atmosphere was thin and rarefied on the surface, but got better deep underground in the natural honeycomb of caverns and tunnels. When it became necessary to expand the colony to mine new resources beyond the Meridian, conditions became dangerous and unpleasant. Volunteers were hard to come by and demanded a high price for their services, so Viridia decided to use convict labour as a cheap source of disposable manpower. Although politically unpopular, this decision was forced through and VASA supervised the administration, turning the planet into a penal colony. Convicts were granted land deeds for serving their terms, and so the colony grew. Because overseers for the convicts were hard to come by the Syntha of Prime were consulted to come up with a cybertech solution to controlling the prisoners. The result was the notorious 'neural spike'- a device that replaced the left eye and controlled the wearer by remote VDU messaging and pain modulation. Since those dark days Ironglass has won independence from Viridia, but the government which replaced the Viridian Assembly is worse if anything. Laughingly called the Ironglass Senate, the government is a shadowy oligarchy that rules with an iron fist and stifles creativity and individuality. They have retained the use of the neural spike, and on Ironglass and its colonies there are now more people than ever wearing one, thanks to the Senate's incomprehensible yet incredibly strict legal system.

Technology on Ironglass has always been born of necessity. Heavy industry is the mainstay, with massive sand processors called 'Reapers' roaming the Erg, swallowing millions of tonnes of surface material. These machines are crewed by thousands of convicts in filthy, hazardous conditions, and amongst other things they make glass and ceramics, extract algae to make a revolting subsistence food called 'grul', and filter out iron dust to make steel. The other key industry is water farming, which takes place in yawning subterranean chambers where heavy duty condensation traps extract water vapour from the air. Ironglass has never been renowned for keeping up with new technologies, and they cope by crudely copying the technologies of the Viridians and Syntha through a combination of piracy and scavenging. This has earned Ironglassers the name of 'Junkers', which they have adopted with a certain sense of wry underclass humour.

Ironglass has an essentially militaristic society, and both their ground forces and their space fleet are massive. Junker representatives in VASA are all military top brass, and the identity of Ironglass's Head, or Heads, of State is classified as a matter of planetary security. Whoever they are, they have a casual attitude to human life and their stock response to military problems is to throw bodies at it. Military hardware, like the rest of Junker technology is crude, bulky but robust. Naturally there is no stampede of volunteers for the Junker armed forces, so conscription and the use of disposable penal legions are the Senate's solution. Junker colonies are constantly in breach of VASA's human rights guidelines, but excluding unstable Ironglass from the Tripartite Confederacy is considered so dangerous as to be unacceptable, so their atrocities tend to be overlooked.



THE LEGIONS

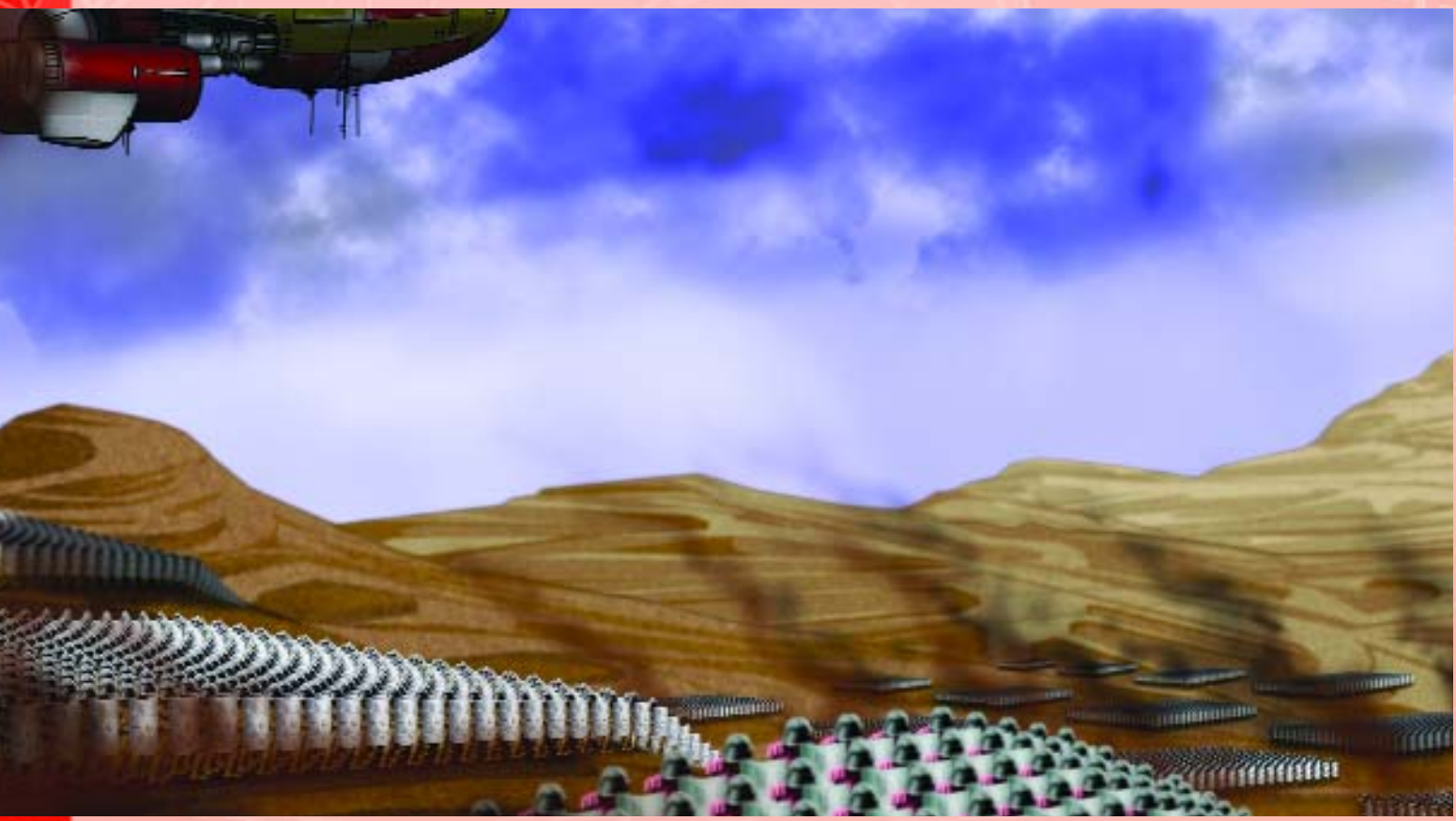
The legion is the standard infantry regiment of the Junker army, and is the key to the Ironglass Senate's military might-indeed it could be said that the legions are the glue that holds together unstable Junker society. Discipline is harsh and often unfair in the Junker legions but despite all this the army operates very efficiently on the battlefield. The Junkers have thousands of legions stationed throughout the galaxy; each distinguished by its name and number. One name can describe as many as a thousand legions, each legion being designated a number based on the chronological order of their founding e.g. the 506th Scorpion Legion, or the 12th Vulture Legion. The three most famous and largest are the Scorpion Legions, the Serpent Legions and the Vulture Legions, but there are many, many lesser ones including the Jackal Legions, Sand Viper Legions, Desert Fox Legions and so on.

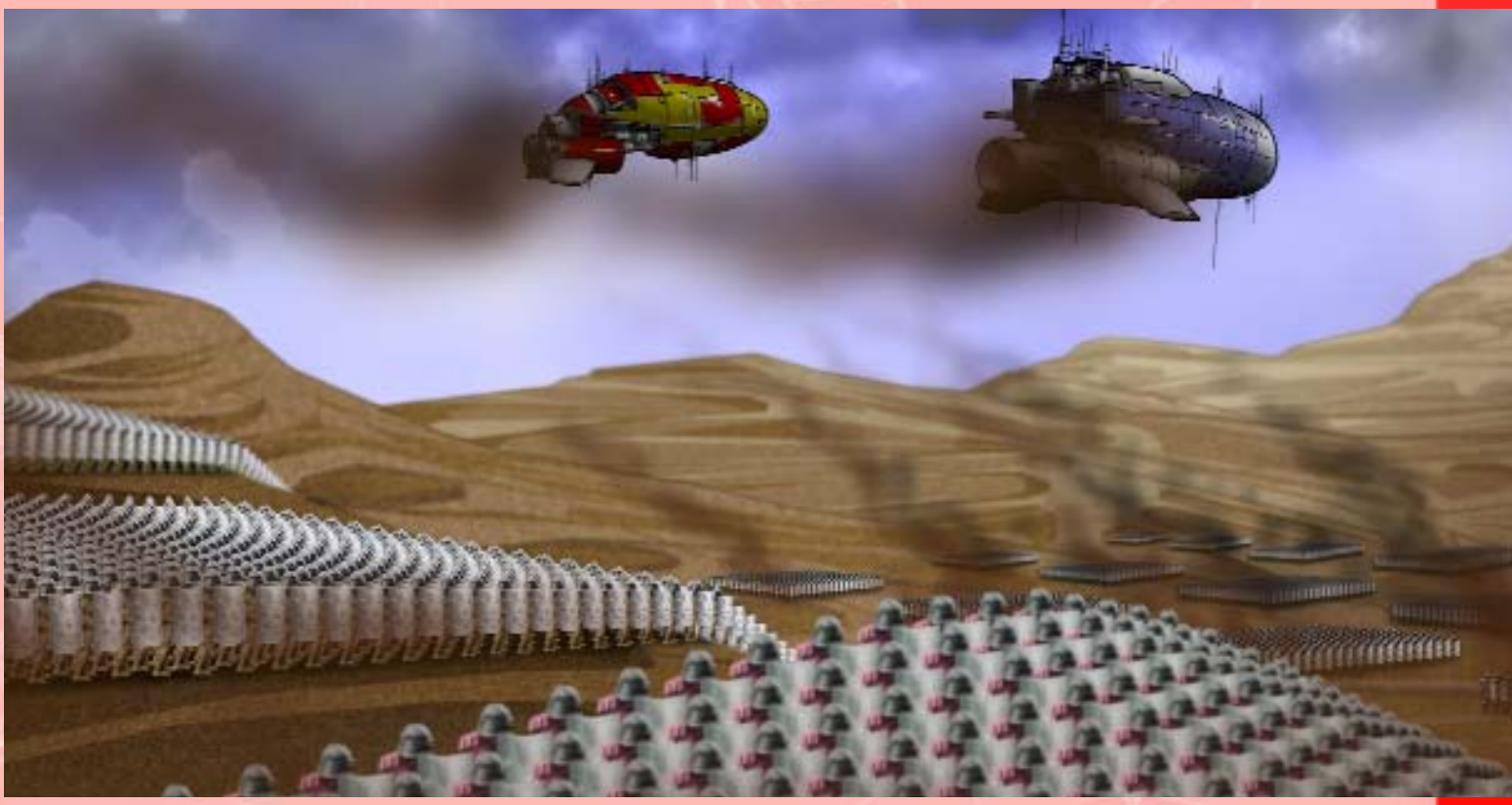
COMMAND STRUCTURE

Any given legion's command chain follows the same basic structure. Legions contain on average somewhere in the region of ten thousand troops, though this can vary widely from legion to legion. The officer in charge of a single legion is the Praetor, a career soldier who is more often than not a decorated war hero. The legion is comprised of ten cohorts, each of which contains on average a thousand troops, though again this varies. A Tribune commands each cohort, and like the Praetor they are long-timers in the army. A cohort further subdivides into a variable number of centuries, usually ten, sometimes more, sometimes less. Centuries contain somewhere between fifty and one hundred-and-fifty soldiers and are led by a Centurion. The only unit sub-division lower than that of a century is a standard squad led by a Decurion.

The 1st cohort of any legion is called the Praetorian Guard of that legion, and acts as the elite bodyguard for the Praetor. This cohort consists of veterans who wear different armour to the rest of the legion, denoting their importance. When a legionary has served the Ironglass state well enough to be awarded their freedom the first step is to remove their neural spike, leaving them with a scar that is as highly renowned as a medal for valour. This done, legionaries are free to choose re-enlistment in the Praetorian Guard or resume civilian status. Most choose re-enlistment having become institutionalised by the mixture of war, heavy discipline and camaraderie in the legions. Those that try to rejoin society often suffer terrible mental problems arising from their inability to readjust.

Attached to each legion and representing the political arm of the Senate are the Enforcers, a body of officers not answerable to the Praetor but to the Senate. Enforcers combine the roles of military and secret police. They are the ones responsible for carrying out the notorious neural spike executions, the Junkers' most summary form of military discipline. High-ranking Enforcer officers called Censors accompany the Praetor on all of his or her engagements and in mil-





itary command terms the legionaries treat them as being of equal rank. The Censors are in charge of lower ranking Enforcers called Lictors, who vary from Decurion to Tribune in equivalent military status.

Finally, the highest battlefield rank in the Junker Legions is that of Consul. A Consul will command an entire theatre of war where multiple legions are involved. Consuls are mostly appointed by the main Senate at Ironglass and do not attach to any particular legion or indeed world, though most worlds will have one or two in residence in case a military crisis occurs. They go where they're needed or where Ironglass thinks their particular skills would be best suited, resolving one situation and then moving on to the next.

TACTICS & COMBAT ROLE

Junkers are experts at close quarters fighting and this is the method by which the Legions are trained and equipped to engage the enemy. Junker Consuls know the value of sacrifice, as chess players would say, and as far as the humble legionary is concerned they are a little too enamoured of this concept. In battle a legionary's duty is to get across the field and engage the enemy up close as swiftly as possible. More often than not this means on foot, in a suicidal frontal charge-Junker combat casualties are almost always heavy and the average lifespan of a legionary once they enter battle is somewhere in the region of ten to fifteen minutes. The Consuls know this though, and are entirely comfortable with the idea. They know that they can usually soak up enough damage, given the sheer size of Junker land armies, to close quarters with the enemy and have enough legionaries left to fight hand-to-hand and close range assaults, where Junker equipment and training tends to give them the upper hand. The high casualty rate means that there are always a high number of raw recruits being drafted to the legions, but a hardcore of veterans provides the experience and backbone necessary to keep the army functioning.

The pain, horror and toil of being a legionary can obviously have a disastrous effect on morale, so a psychological rallying point is required to keep the troops' spirits up in battle. This is the Legion Standard, around which an almost totemistic mythology has built up. Each century carries a standard into combat, and so influential is this item that many legionaries believe it to have magical powers that will protect them in battle, or give them strength to crush the enemy. If a standard is lost and the century responsible for it survives, retribution is harsh indeed. Under unofficial Junker military law (for the activity described here contravenes VASA human rights regulations) the century is 'decimated'. This means that the survivors divide into groups of ten and draw lots. The winners then beat to death those who drew the shortest straws.

Artillery support for the legion usually comes in the form of Salamander Field cannons. These are cannons mounted on mobile shielded platforms and operated by a crew of three legionaries. It can fire both standard HE ordnance and special incendiary hellfire rounds. The mortar is towed into position by sandrunners.

The mobile arms of the legions are sandrunner units, supported by the heavy Dune Raider sand buggies and the faster Desert Marauder quad bikes.

JUNKER COLONIES

Junker colonies are arid, desolate places where the living is hard, not to mention dangerous and unhealthy, for the majority of the population. But the Junkers are past masters at surviving against the odds and they have truly made these places their own.

JUNKER WORLDS

What began as a punishment for the first people to be stationed on Ironglass has become the technological basis for Junker expansion throughout the galaxy. Having learned the lessons of surviving Ironglass's marginal conditions, Junkers are now experts at colonising the worlds no-one else wants. Parched desert conditions or barren rocky worlds bereft of topsoil suits their purposes as long as there is some sort of atmosphere and halfway decent mineral resources. Junkers can extract every particle of worth from a world that other powers would declare to be not worth the bother, by the simple expedient of massive, non-sustainable strip mining operations. Many smaller worlds have been exhausted by Junker activity forcing even the scavengers to move on, but Ironglass still has a good few thousand years in it on account of its sheer size.

JUNKER CITIES

Junker buildings are characteristically conical, domed affairs of prodigious size. When viewed on the horizon of a typically flat, barren world of the type favoured by the Junkers, a city of such constructions looks like a great cluster of termite colonies. Up close one realises that these cities are massive- human beings are crammed by the million into these sprawling metropolises. They are noisy, grimy and busy places with great airships cruising between docking points on domes, avoiding the ubiquitous scaffolding, and the constant din of construction and reconstruction. However, no matter how much they outwardly appear to be chaotic and higgledy-piggledy, Junker cities are organised with military precision.

The upper part of the domes are actually massive mobile shielding devices, glorified parasols in effect, and only cover over half of the constructions within. The reason for this is to allow airships to travel freely between domes shifting workers and goods, whilst at the same time protecting the buildings behind the shield from anything from harmful solar radiation to violent sandstorms.

The city is organised as a series of concentric rings with security being uppermost in the minds of the administrators. The outermost part of a Junker city is the defensive curtain wall; usually between twenty and fifty metres thick this is made of reinforced concrete and covered in ablative ceramic tiles that

are produced on board the Reapers. Industrial by-products and non-recyclable human refuse are incinerated and vented out of the city via waste pipes on the walls-a process that over time creates a no-mans land of toxic ash and grit that forms dunes against the walls. There are also a number of security stations along the outer wall at regular intervals, containing surveillance platforms equipped with heavy weapons. In emergencies the more important cities' power grids can be diverted to massive shield generators within their walls, forming a force field over the whole city that protects against aerial strikes, orbital bombardment, meteor impacts or other major threats of this nature. Outer walls also have the facility to berth mobile launch pads, more on which later.

Within the wall the city is organised into three distinct concentric zones. The first of these is the industrial processing zone where, as the name would suggest, the city's industrial base is located.

Domes within this area are varied in their usage. Some are given over to reprocessing salvaged materials, others act as warehouses for storing and distributing the wares brought in by Reapers and their orbital counterparts. There are also massive shipyards given over to the building of mining and space salvage vessels. Fusion reactors are also located here to power these industries.

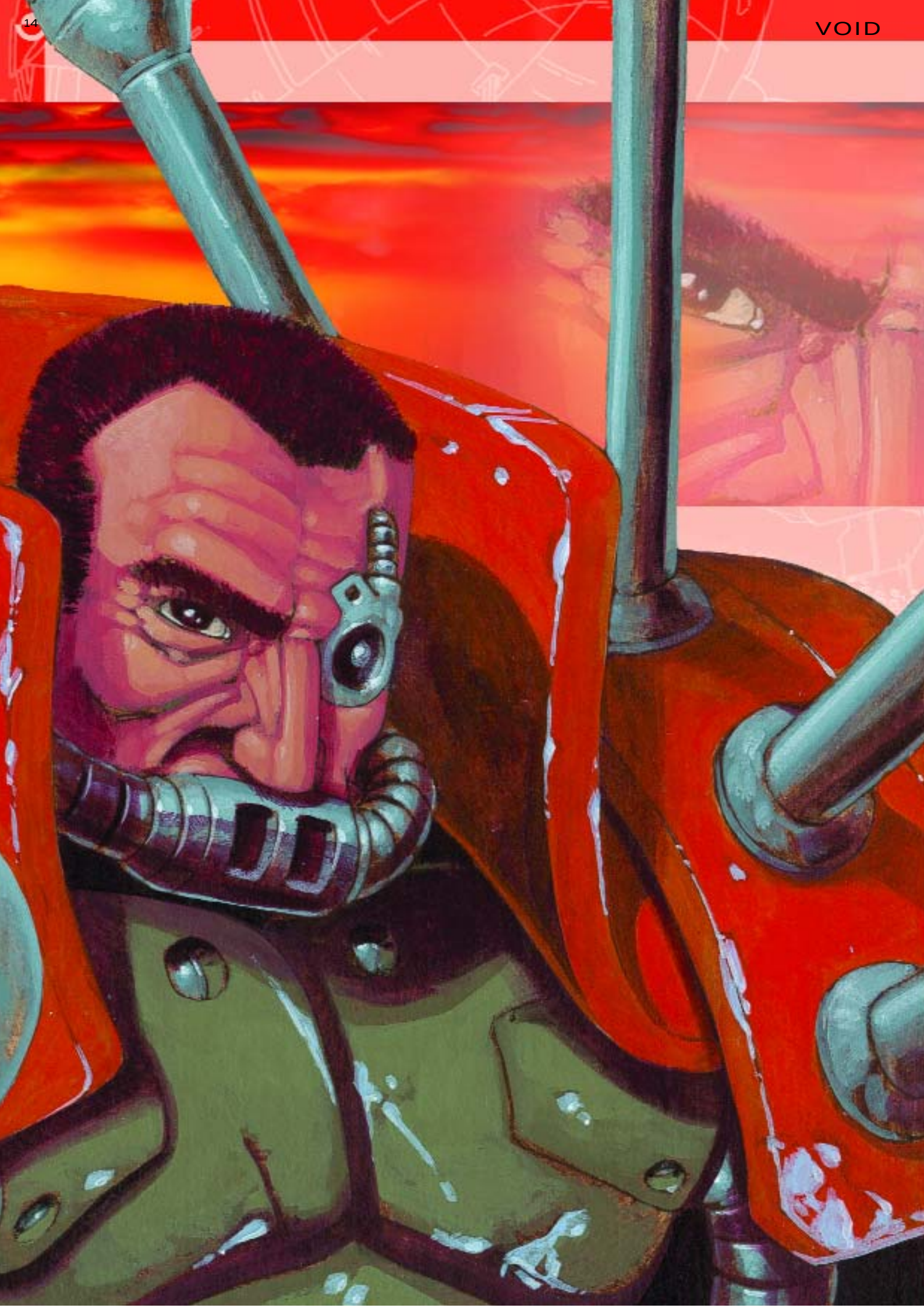
The second zone is the municipal district, and here the bulk of the city's citizens are housed in cramped dwelling units-purpose built domes which contain a honeycomb of units, each of which provides the basics of shelter, heating, lighting and furniture. Also located within the municipal zone are domes that provide things like basic education and healthcare for the citizens, as well as food and luxury item distribution centres, both of which operate on a voucher scheme. Entertainment comes in the form of state sponsored media, which apart from rolling news bulletins praising the military achievements of the Ironglass Senate has nothing much to offer except televised executions and gladiatorial challenges.

The innermost zone of a Junker city is the Central Senatorial Sanctum. This has its own miniature version of the outer curtain wall, complete with weapon platforms and shield generators. The Sanctum acts as a proxy for the Ironglass Senate, to all intents and purposes making the city a miniature marshal world. The staff of the Senatorial Sanctum sees to the administration of the city, ensures an even distribution of goods and services to the citizens (in theory), and deals with internal security matters. They are answerable only to the Ironglass Senate, to whom they pay a levy of produce and military units, and receive instructions on how to conduct things like local trade, VASA conscription and so forth. To enforce all of this the Sanctum has its own naval base and anything up to five legions of infantry, depending on the size of the city.

JUNKER MOBILE INDUSTRIES & TRANSPORT INFRASTRUCTURE

Apart from salvage and piracy, the main industry of Junkers is strip mining. The Reapers provide all the raw materials necessary to supply construction, power and food production for the vast cities. They do this by hoovering up topsoil and sand in massive vacuum pumps. This material is passed through a system of magnetic and particulate filters to separate metal deposits from silicates, and silicates from organic matter. Then the various components go through further filtration processes until they end up on factory floors within the Reaper, where they're processed into such diverse things as steel, concrete, ceramics, glass and food paste. What little waste there is is ejected through a funnel on the roof of the Reaper.

Transport between Junker cities is exclusively by air. Limited networks of vast aerial highways travelled by airships form webs across the surfaces of Junker worlds. Personal transports are rare and require special licenses, effectively making the highways a global mass transit system. This allows the authorities to keep tabs on traffic movements because they are paranoid about terrorism, defection, black marketeering, and all manner of security issues. Vehicles away from these designated airship lanes without proper authorisation are liable to be fired on without warning by Junker security patrols. Transport on and off the planet is handled by a super-paranoid method unique to Junkers. Firstly only a limited proportion of cities on a planet have the extreme security and bureaucratic infrastructure required by the Ironglass senate to handle customs operations. But the startling thing is that the actual landing and launching pads are modular mobile platforms. These airship drawn constructions are stored in vast, secret military hangers and are floated out once or twice a day to dock with points on the walls of designated port cities. After use they move on to a different hanger, so that their movements aren't predictable. This prevents an enemy disrupting Junker trade and military operations by attacking their launch sites.



THE TAKING OF RESEARCH VESSEL XL-RTG/111

EXTRACT FROM THE JOURNAL OF DECURION VITUS DERIBIDUS, OF THE XLIIND SCORPION'S EXO-SUITS...

…After weeks of nothing doing, the troops certainly got what they'd been waiting for today. We received orders from the Senate back on Hormuz IX that the fleet should go and check out an asteroid field in the quadrant we were patrolling, so at 0730 hours that's what we did. Centurion Erebus told us that Vaccum Vultures we had in tow might be able to pick up something useful on the asteroids-wrecks and what have you. It's madness though, isn't it? Trying to manoeuvre a Fabian Class starship like the Mecoptera around an asteroid field, not to mention the other three Fabians in our fleet. If we weren't careful the Vacuum Vultures might end up salvaging us.

We arrived at the site circa mid-day and the bulk of the fleet took up a stationary position above the asteroids while a scouting detail of Gladii took a couple of Jackals into the field. It looked like more boredom was on the cards after an hour or so, but at least up to that point no one had said we'd actually have to take the big ships into the field. Then of course the order came through to suit up; we were going in. Centurion Erebus said he didn't know why, but this was the usual crap. If we were getting into our exo-suits, then battle was on the cards. This was confirmed when Erebus returned after half an hour and ordered us to the Ravens. To his credit he decided that now was the time to tell us what was going on. Which was a relief to me because I hate having to wait until the particles are actually fizzing around our ears and half the squad's dead before I can tell the legionaries what's happening. The expeditionary fleet had come across a fat, juicy Syntha research craft in the middle of the field, and what was more, it didn't have any escort. The tech aboard these things was always way ahead of anything anybody else was doing, and we reckoned we'd get a medal for this for sure.

The ride out in the Raven was fairly bumpy, and of course having no viewing ports in the passenger pod we'd no idea what was happening until the Auger had tunnelled us through the hull and the ramps activated. The ramps came down and the vacuum seals went up simultaneously around the hole we'd made. The corridor we were in was dark and low ceilinginged so I gave the order to deactivate thermite lances, didn't want them hitting the roof and going off. As soon as we'd disembarked the corridor filled up with grapeshot from the darkness at the other end. One of the rounds must have caught Legionary Hephaestus in his flame thrower's fuel cell, because he exploded right in front of me. I was stunned and blinded, and then there was a rush of air and something so heavy that it knocked me over, exo-suit and all, hit me in the chest. I activated the lances and there was another rush of hot air and the weight was gone. Then the battle lust got me and I virtually emptied my grape gun. When I could see again there were bits of assault androsynth everywhere…

…We took the vessel, just. We'd bitten off more than we could chew because this was a military research ship. No fighter escort, but plenty of mines, sentry guns, military personnel and so forth. We'd lost one of the Fabians, four Gladii and one of the Jackals. Somebody had made a big mistake here.

JUNKER CRAFT

Junker aerospace and astronautical technologies leave a lot to be desired when pitted against the advances of VASA and the other Tripartite powers. However, necessity is the mother of invention, and as ever the Junkers' makeshift approach has resulted in the development of some brilliant, if bizarre, innovations.

MINING SHIPS

The Red Erg of Ironglass presented certain challenges to the original settlers that were worth meeting. Indeed, the whole reason the Viridian Assembly built a penal labour camp on Ironglass in the first place was the abundance of ferric sands on the surface, from which iron and silicates could be extracted. The mobile sand-harvesting factories called Reapers were developed for this process, and at first were fine for lumbering about the fringes between the Meridian and the Erg. But as over-mining took its toll and demand for the resources that the Reapers produced increased, the Junkers had to move to the second phase of mining on Ironglass. This involved developing aerial transports to get the slow and cumbersome Reapers exploiting the vast, untapped expanse of the deep Erg.

These aerial transports are large, powerful airships called Hunters. Hunters are low-orbital craft consisting of a huge steel canopy filled with helium, beneath which is suspended a gondola incorporating the flight deck, crew quarters, nuclear driven turbines and a cargo bay. This is an extremely ancient flight technology used by Viridians in pre-space travel days. With a bit of adaptive Junker magic permitting the carriage of something as big as a Reaper, this method has proven ideal for quickly getting the massive, heavy Reapers out on the Erg. Since then the same method has been used on all of Ironglass's marginal colonies across pan-humanic space. Each Hunter vessel carries a single Reaper and patrols the planet, asteroid, or whatever, looking for mineral deposits. It sweeps the surface using powerful geophysical scanners that monitor magnetic fields, allowing a skilled crewman to pinpoint areas worth mining.

Once a potential minefield has been identified the Hunter will drop its Reaper and return to base-its job is now done. The Reaper then remains in the general area, extracting as much produce from the site as it can. When the Reaper is ready to return it sends a radio request back to base and has to wait for a cargo transport airship called a Gatherer to take it home. The Gatherers are much bigger, slower versions of the Hunters, and their gondolas have disproportionately large cargo bays and ramps, into which up to four Reapers can be driven. A Gatherer's only job is to pick up Reapers once they have processed a full load.

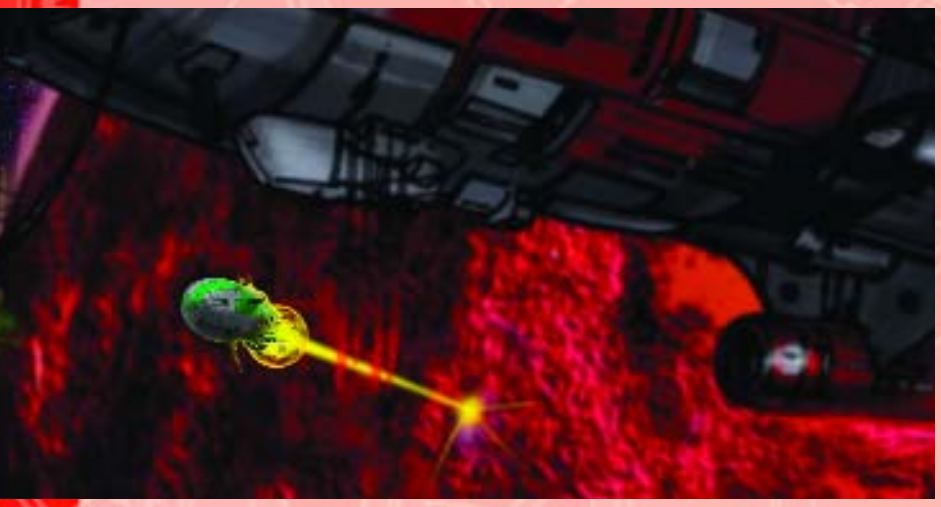
SPACE FLEETS

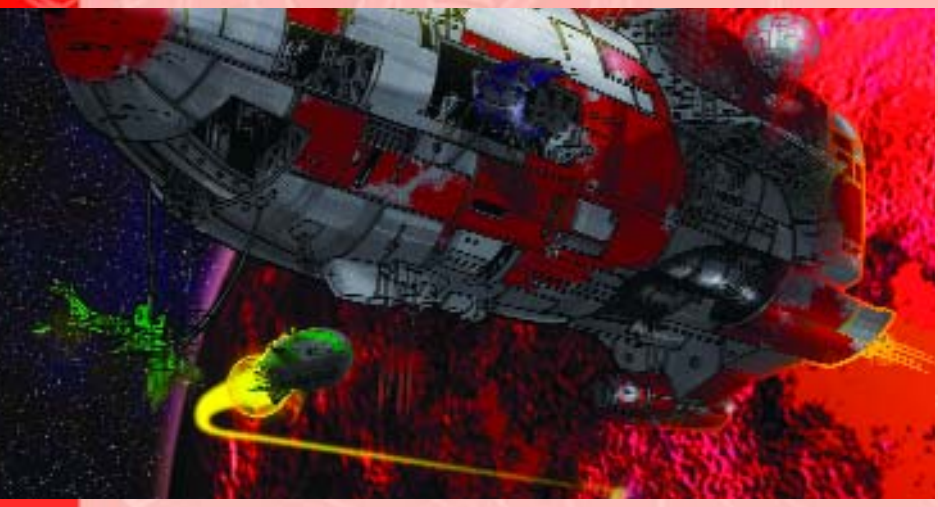
Junkers don't have much in the way of commercial flights, tourism not being a major priority for Ironglass's military government. The bulk of Junker orbital shipping consists of a relatively small naval contingent of warships and a large number of salvage equipped vessels.

MILITARY VESSELS

Junkers have some of the largest naval ships of any of the Tripartite powers. Excellence in ship to ship combat is determined by who has the best technology, and inevitably the Junkers are at a something of a disadvantage when it comes to waging this sort of warfare. Therefore they stick to what they're best at and go in for boarding actions on a major scale. Medium to heavy Junker battleships are equipped with specialised assault craft called Ravens. Each Raven can carry up to a dozen infantry, or eight exo-suits, and is armed with a single unique weapon called the Auger. The Auger is a heavy, short-range particle drill capable of disrupting all known shielding and armour systems in very short order. Simply put the Raven uses the Auger to burrow right into the hull of an enemy ship and discharge its boarding crew. The assault craft are horribly vulnerable until they can engage the enemy vessel, so the tactic is to get the mother ship as close as possible, then launch wave after wave of Ravens supported by light interceptors. Many don't make it, but this is the Junker way. Junker fleets are always kept busy, for if they aren't engaged in invasion and expansion, the Ironglass Senate tacitly encourages its admirals to engage in piracy wherever they can get away with it, much to the annoyance of VASA and the other powers.

Junkers have four distinct classes of battleship, the designs of which echo the curves of their airships and cities' domes. Weapons and armour systems on board these craft come in all shapes and sizes-particle cannons, negatron torpedoes, heavy lasers, mass drivers, anti-matter shields, etc-usually whatever can be salvaged from previous battles. The largest battleships are the Nero class, which are the flagships of the Junker fleet and are used to transport armies of up to five Legions along with their Consul and Praetors. Smaller than the Nero class are Praetorians, carrying a single legion of troops and their Praetor. The standard battleships of the Junker fleet are Fabian class vessels; these rarely have grav-shunting capability and come in a bewildering array of types-some designed for boarding actions, others for ship-to-ship combat, some more for orbital bombardment and so forth. The smallest battleships are the most numerous and are known as Gladius class-they have very limited range and firepower and usually serve as cannon fodder during any major conflagration.





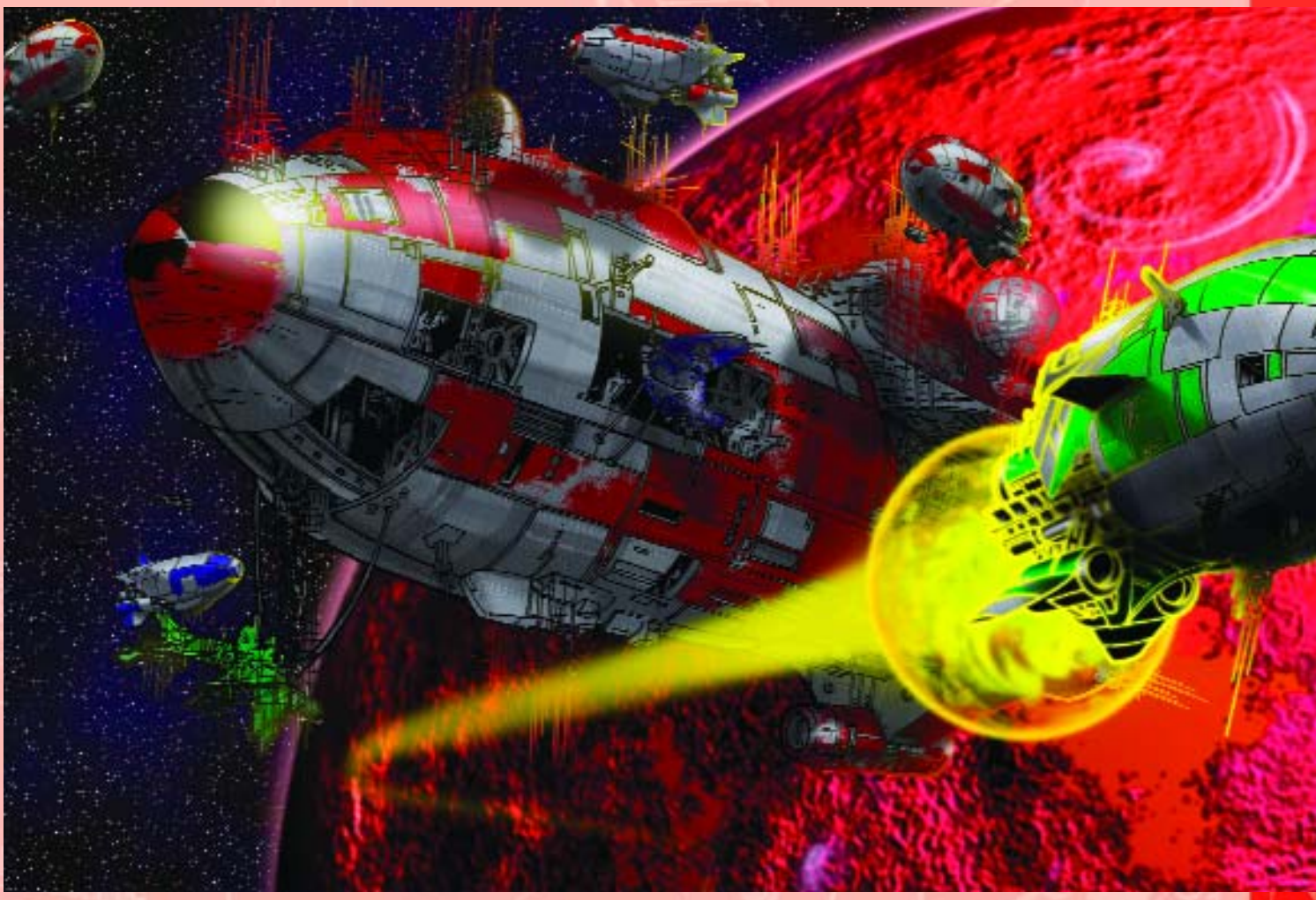
SALVAGE VESSELS

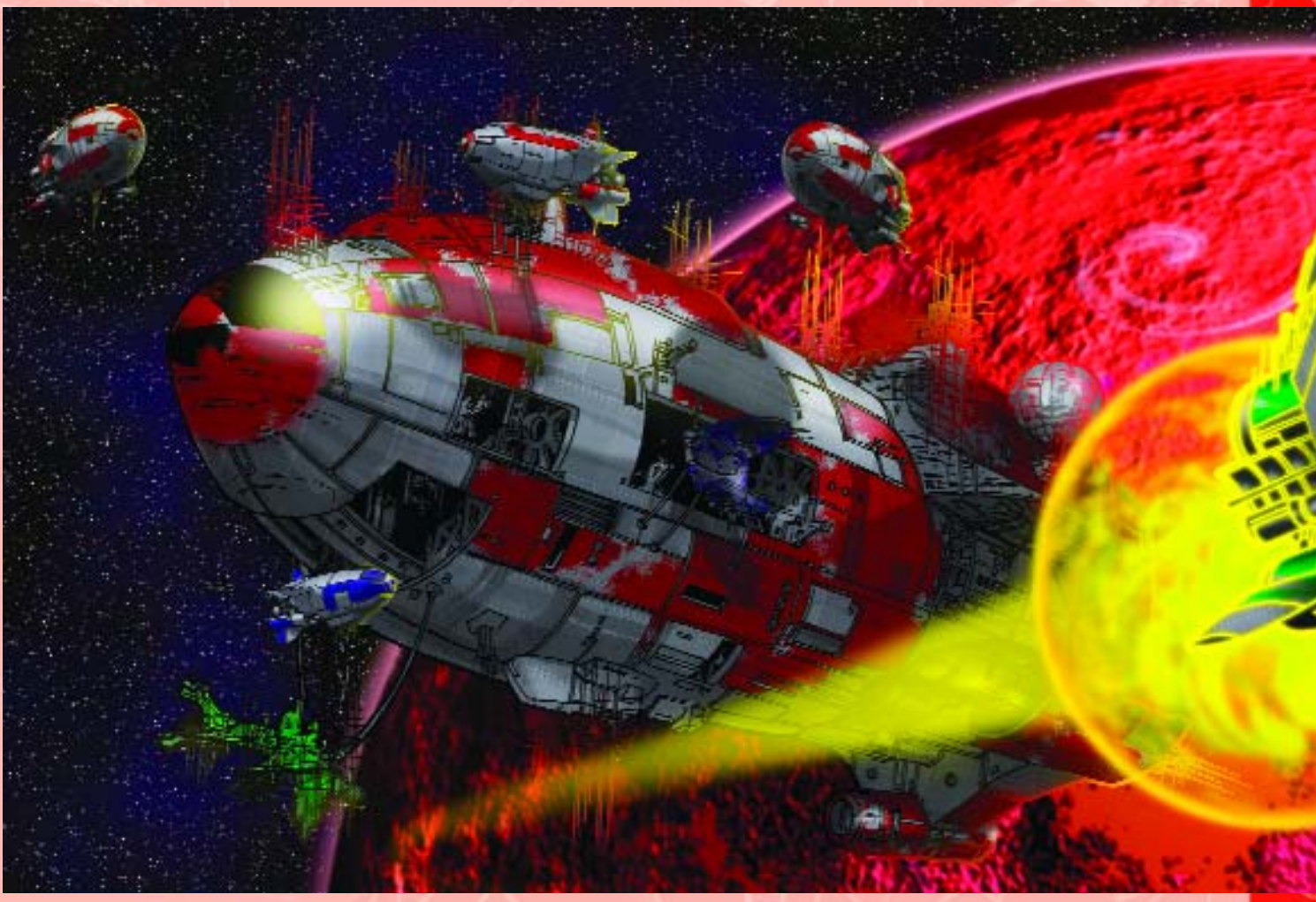
Junker salvage vessels are essentially vast orbital versions of the airship design apparent on the Gatherers and Hunters. They're generically nicknamed 'Vacuum Vultures' and come in a variety of sizes. The largest of these are the planetoid sized Thanatos Class Starfactories, which are cobbled together in space from the wreckage of smaller vessels, no shipyard being large enough to purpose build such monstrosities. Most of these vessels are of a size somewhere between that of a Nero and a Praetor class battleship and are known as Jackal Class Starfactories.

Vacuum Vultures are propelled by plasma drives, and obviously don't have gas in their canopies. Instead the great space above the gondola is reserved for hangers containing small debris collection craft and light interceptors for defence. There are also floors dedicated to salvage processing, equipped with furnaces, nuclear reprocessing equipment, etc. Outside there are umbilical claws that can hold large salvaged structures in place, allowing space-walking crew equipped with plasma cutters to dismantle them so they can be brought inside. As usual the bulk of the hazardous, unskilled and menial tasks are undertaken by convicts kept in line by brutal overseers.

The debris collection craft are two-seater vessels equipped with basic sensor arrays, telemetry prediction devices and macro-spectroscopic tractor beams. This latter piece of equipment has been developed by modifying a device used by the Syntha to manipulate positronic microcircuits to move much larger items. The tractor beam consists of two spiralling photon fields that lock on to magnetic fields in target objects. The fields can then be manipulated to move and rotate the object. The mass of the object limits the effect of the tractor beam, so larger objects have to be moved by two or more ships co-operating by combining their fields.

Thanatos Class vessels tend to be deep-space lone traders, setting off to salvage whatever they happen across, and are equipped with enough ordnance to fend for themselves against piracy or enemy attacks. Jackal Class ships on the other hand have only a few light interceptors for protection since they accompany battle fleets into combat and can expect to be defended by the warships. Their job is to clear up after the battle, scavenging whatever useful items are left floating in space.





CENSORED EXTRACTS FROM SERVICE JOURNALS

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INVASION OF OBLOMOV 2

EXTRACT FROM THE JOURNAL OF LEGIONARY GANYMEDE, OF THE CCVTH VULTURE'S SANDRUNNERS...

…Jacta Alea Est-"The die has been cast", as the saying goes on Ironglass when one is committed, for better or worse, to a particular course of action. Our intelligence reports on the Oblomov system, to summarise, made it clear that the Oblomovians would present no threat whatsoever. Oblomov 2, the only inhabited planet in the system, was a new independent colony peopled by breakaway Viridians and Syntha from a fringe political movement, who believe in a life of leisure and idleness facilitated by technology. They collectively gave up their possessions and former lives, and along with a supply of labour saving and settlement technology, took off for an obscure, minor system to live like slobs. This was reported by various media as an amusing filler story, but the Senate did some research on the Oblomov system and discovered that Oblomov 2 was a semi-desert planet, not considered commercially viable by any of the other powers. But what the others scorn in their arrogance and pride, we Junkers can profit from.

Inevitably the order came through to prepare for the invasion of Oblomov 2. Five legions were considered sufficient for this purpose, since resistance was expected to be slight. The Senate's strategists assured us that a single legion could probably deal with such weak and cowardly foes, but the Consulate decided to be on the safe side-better to overestimate a foe's capabilities than underestimate them, and happy for us legionaries that it should be so.

Oblomov 2 had three major settlements on it, the capital Goncharov and two cities under construction. The CCVth along with the XCIIIth Serpents and the DCLIst Jerboas were to strike at the capital, whilst simultaneously the other two cities would be blitzed by the CIXth and CDth Scorpions. The plan seemed like a good one until we came pouring out of the landing craft and immediately into a sustained artillery barrage from within the Goncharov complex.

Committed now, we poured towards the city walls as swiftly as we could, making best use of the dunes

on sunny Oblomov 2. Communications were impossible in the chaos, even between squads never mind centuries. It was every legionary for himself. So how, you may wonder, did the slovenly Oblomovians manage to muster such effective resistance? Well the answer came as the surviving half of our legion closed on the city and TAVs, Black Legionaries, Archangels and militias poured out to meet us. Jacta Alea Est indeed! There was no question of turning back now, indeed no way that a cease-fire could be effective amidst such confusion, so we redoubled our attack. The battle lasted nearly five hours and of the three legions that attacked Goncharov, there were barely enough troops left after the fight to constitute a legion. The Scorpions fared little better at their targets, but we eventually won the day, thanks largely to the sacrifices made by our Dune Raiders…

…Of course the whole thing boiled down to a communications problem, which seemed to be the order of the day. According to our prisoner, Archangel Captain Aleph, VASA had arrived on Oblomov 2 in force a week earlier. The Oblomovians brand of wilful laziness couldn't be tolerated within Pan-Humanic Space, so they were forcibly re-integrated. Just before we'd arrived rebels had destroyed the VASA temporary comms-station, so no order to tell the Junker Fleet to stand down could be issued, and by the time the assault was underway it was too late. So no doubt our glorious victory will be swept under the carpet and this journal censored. Still, factum est…

Legionary

JUNKERS ARMY LIST

The following section contains information to help you build a force roster and play a game of Void 1.1 using a Junkers army. Within this section is a full army list of Junker forces featuring stats and equipment for your units, an armoury and detailed background notes on the combat role and tactics of units to help you decide on the composition of your army. For the rules on how to build any army for Void 1.1, including Junkers armies, see page 32 of the Void 1.1 rulebook.

It's important to note that the army list presented here represents a definitive Junkers force:

- If you've already got models for the more generic army lists that appear in Void 1.1 and they don't appear in this list-no one is stopping you from and playing with those models!
- Units that have appeared in the past and have a new profile here are updated units, and you should use the new profiles in your games

Finally, if you're playing or organising tournament games, force composition is entirely a matter for the organisers and you should respect their decisions in this matter. i-Kore does not have an official policy on army composition, other than that you're free to work these things out between yourselves.

When you make a Junkers army you and your opponent(s) should decide on a points limit for your battle before sitting down to choose forces. See page 20 of the Void 1.1 rulebook for some hints on point limits. Think about what sort of battle you and your opponent(s) are about to fight and how you've planned the way the battle will go, and then decide which forces would be allocated to such a task. So for example, you may wish to play a game with the Junkers attempting to regain control of a breakaway planet and VASA trying to stop them. For this sort of game you would have a large amount of Convict Legionaries and Lancers backed up with Marauders and Dune Raiders. VASA would have Suppressors and Ronins in an attempt to stem the Junkers advance until the Black Legion and Birds of Prey turn up later in the game. The composition of the army is completely up to yourself but the more you keep within a theme the more enjoyable the game will be.

LIFE IS CHEAP

The Consuls that control the Junker armies only care about one thing, victory. How this is achieved is of little consequence and the lives of their warriors are considered to be expendable. To represent this Junker units do not have to test when they wish to fire into an ongoing combat.

CONVICT LEGIONARIES

Convict Legionaries are criminals forced to serve their time in penal Legions, fighting the enemies of their State. In battle they are used pretty much as cannon fodder, scouting out dangerous terrain and charging in suicidal frontal assaults to soften up enemy positions. They have a miserable time of it on the whole, and low morale and poor training are real problems. Their neural spikes act as tracking devices for Enforcers, and feature a microcapacitor that can be used to summarily execute the convict if the need arises.

AS	SH	ST	T	W	CD	SZ	MV
3	3	4	4	1	3	2	4

Structure: Squad
Unit Size: 8-15
You may include a maximum of 1 Support model for every 4 other models.

Troop Type	Equipment	No. Per Unit	Cost
Legionary	Combat Shotgun, Combat Blade, Battleshield	8-15	14
Chain Gunner	Chain Gun, Combat Blade	0-2	20(s)
Flame Thrower	Flame Thrower, Combat Blade	0-2	25(s)
Thermite Spearman	Thermite Spear, Combat Blade, Battleshield	0-3	15(s)
Legionary Decurion	Combat Shotgun,Combat Blade, Battleshield	0-1	15

Special Rules
All: Swarm, Enforced Rally
Decurion: Tactical Awareness, High Morale (+1)

Legionary Decurion

Legionary Chain Gun

Legionary

Legionary

Legionary Flamethrower

CONVICT LANCERS

Convict Lancers are Legionaries that have replaced their standard Combat Shotgun with the deadly Thermite Lance. Although the Thermite Lance has limited ranged ability this is compensated by its effectiveness in close combat where its deadly charge can destroy heavily armoured vehicles and positions. However these troops are extremely susceptible to missile fire and as such need to be properly supported to be effective.

AS	SH	ST	T	W	CD	SZ	MV
3	3	4	4	1	3	2	4

Structure: Squad
Unit Size: 8-15

Troop Type	Equipment	No. Per Unit	Cost
Legionary	Thermite Lance, Battleshield	8-15	20
Legionary Decurion	Thermite Lance, Battleshield	0-1	25

Special Rules
All: Swarm, Enforced Rally
Decurion: Tactical Awareness, High Morale (+1)

Convict Lancer

GRENADIER SQUAD

Grenadiers are specially trained Legionaries that are equipped with a large complement of hand grenades. This allows these squads to root out and destroy enemy entrenched positions, something that the standard Legionary units have a serious problem dealing with.

AS	SH	ST	T	W	CD	SZ	MV
3	3	4	4	1	3	2	4

Structure: Squad
Unit Size: 4-8

Troop Type	Equipment	No. Per Unit	Cost
Grenadier	Hand Grenades, Combat Shotgun, Combat Blade	4-8	18
Veteran Grenadier	Hand Grenades, Combat Shotgun, Combat Blade	0-1	20

Special Rules
All: Swarm, Enforced Rally
Veteran Grenadier: Tactical Awareness, High Morale (+1)

SUICIDE BOMBERS

Suicide Bombers are Convict Legionaries that have been scheduled for execution. They are fanatical psychopaths that rush up to enemy units and detonate a large rig of plastique that is worn like a harness- cheaper than smart missiles and just as effective. The use of such troops is controversial, to say the least, but Junker Enforcers guarantee the prisoners' co-operation with a mixture of controlled combat drugs and crude brainwashing.

AS	SH	ST	T	W	CD	SZ	MV
3	3	4	4	1	3	2	4

Structure: Squad
Unit Size: 4-8

Troop Type	Equipment	No. Per Unit	Cost
Suicide Bomber	Explosives Pack, Combat Blade	4-8	10

Special Rules
All: Impetuous, Fast, Enforced Rally, Immune to Panic

SUICIDE BIKERS

Where the situation dictates and hardware allows Convicts that are scheduled for execution are sometimes mounted on the dilapidated quad bikes discarded by the regular Legionary Dune Raiders. Although these living bombs are less reliable than the Suicide Bombers they are faster and have a greater probability of reaching their designated target in large areas exposed to enemy fire.

AS	SH	ST	T	W	CD	SZ	MV
3	3	4	6	1	3	4	8

Structure: Individual/Vehicle
Unit Size: 1

Troop Type	Equipment	No. Per Unit	Cost
Suicide Biker	Thermite Explosives Pack, Combat Blade	1	35

Special Rules
Suicide Biker: Impetuous, Enforced Rally, Immune to Panic
The Suicide Biker can make 1 turn for every 2 inches moved.
When the biker activates you must test to see if the bike is reliable, make a command check. If the test is passed the bike may move as normal but if it is failed the bike cannot move. Suicide Bikers cannot evade.

Veteran Grenadier

Legionary Grenadier

Suicide Bomber

Legionary

Suicide Bomber

PRAETORIAN GUARD

A Convict Legionary who survives his or her Tour of Duty or distinguishes themselves in battle displaying both prowess and courage are given two stark choices. Either they can be dismissed from the army to lead a mal adjusted and impoverished life as a low grade citizen or volunteer to serve in the elite Praetorian Guard. In both cases the Neural spike is removed. However, the residual scar is worn with a sense of honour and pride by the Praetorians but as a sign of shame by the citizen.

The Praetorians are renowned throughout the galaxy as the Junkers elite ground troops, fearless and loyal, they fight with fanatical dedication knowing no other way of life.

AS	SH	ST	T	W	CD	SZ	MV
4	4	4	4	1	5	2	4

Structure: Squad
Unit Size: 8-15
You may include 1 support model for every 4 other figures

Praetorian Guard

Troop Type	Equipment	No. Per Unit	Cost
Praetorian Guard	Combat Shotgun, Combat Blade, Battleshield	8-15	20
Hellfire Launcher	Hellfire Grenade Launcher, Battleshield	0-3	40(s)
Praetorian Decurion	Combat Shotgun, Combat Blade, Battleshield	0-1	25

Special Rules
All: Shield Wall
Hellfire Grenade Launcher: Tactical Awareness
Decurion: Tactical Awareness, High Morale (+1)

EXO-SUITS

Exo-Suits are heavily armoured servo-frames, modified for military use. In battle these suits are piloted by skilled operators and make extremely effective close assault units. They are armed with a variety of devastating short range and close combat weapons. The suits were developed from commercial lifters, and work by amplifying the motions of the wearer to give them superhuman strength.

AS	SH	ST	T	W	CD	SZ	MV
4	4	6	6	1	5	3	4

Structure: Squad
Unit Size: 2-8

Troop Type	Equipment	No. Per Unit	Cost
Exo-Suit	Cestus, Heavy Grape Gun	0-8	35
Light Flame Thrower	Two Light Flame Throwers	0-8	40
Decurion	Cestus, Heavy Grape Gun	0-1	40

Special Rules
All: Heavy Armour 3, Multiple Attacks (x2)
Light Flame Throwers: Multiple Shots (x2), Combine Fire
Decurion: Tactical Awareness, High Morale (+1)

DUNE RAIDERS

Dune Raiders are the fast cavalry arm of the Legions. These vehicles are employed for scouting out enemy positions, harrying isolated pockets of enemy resistance and providing support to the slower foot based elements of the army.

AS	SH	ST	T	W	CD	SZ	MV
3	3	4	6	1	3	4	8

Structure: Squad/Vehicle
Unit Size: 3-6
You may include a maximum of 1 Support model for every 2 other models.

Troop Type	Equipment	No. Per Unit	Cost
Raider	Mounted Combat Shotguns	3-6	30
Pillager	Mounted Chain Gun	0-2	45(s)
Decurion	Mounted Combat Shotguns	0-1	35

Special Rules
All: Rough Terrain Specialist Desert, Enforced Rally
Decurion: Tactical Awareness, High Morale (+1)
Raiders and Pillagers may make 1 turn for every 2 inches moved
Raiders and Pillagers cannot evade.

DESERT MARAUDERS

These are the big brother versions of the Dune Raiders. Although they are slower they are mounted with heavy weapons to give supporting fire to the Dune Raiders or other mobile units within the army. They often operate in deep desert campaigns solely teamed with the Dune Raiders. The Scavenger variant also has troop carrying capability to facilitate the quick deployment of troops to areas of the battlefield badly in need of support.

AS	SH	ST	T	W	CD	SZ	MV
3	3	4	6	2	3	5	6

Structure: Squad/Vehicle
Unit Size: 1-6
You may include a maximum of 1 Support model for every 2 other models.

Troop Type	Equipment	No. Per Unit	Cost
Marauder	Mounted Chain Gun	1-6	60
Marauder Heatwave	Mounted Flame Thrower	0-2	65(s)
Marauder Scavenger	5 Combat Shotguns	0-2	65(s)
Decurion	Mounted Chain Gun	0-1	65

Special Rules
All: Rough Terrain Specialist Desert, Enforced Rally
Scavenger: Multiple Shots (x5)
Decurion: Tactical Awareness, High Morale (+1)
Marauders may make 1 turn for every 2 inches moved
Marauders cannot evade.

Exo-Suit Decurion

Exo-Suit

Dune Raider

Dune Raider

Berserker Champion

Berserker Decapitator

Gunslinger

SANDRUNNERS

Sandrunners are mounted Convict Legionaries that take their name from the mounts they ride in combat. These are the basic mounted troops of the Legions. Their primary combat role is to seek and destroy heavily armoured opponents with their devastating Thermite Lances. The convicts ride on bipedal Sandrunners from the fringes of the Red Erg, creatures that are renowned for their savagery and vile temperament.

AS	SH	ST	T	W	CD	SZ	MV
3	3	4	5	1	3	4	6

Structure: Squad
Unit Size: 3-8

Troop Type	Equipment	No. Per Unit	Cost
Sandrunner	Combat Blade, Thermite Lance, Battleshield	3-8	35
Legionary Decurion	Combat Blade, Thermite Lance, Battleshield	0-1	40

Special Rules
All: Rough Terrain Specialist: Desert, Fast, Enforced Rally
Decurion: Tactical Awareness, High Morale (+1)

In close combat the Sandrunner also gets an attack using the riders AS. To Hit +0, Dam 5(x2) Sandrunners cannot evade.

BERSERKERS

The installation of the neural spike is generally a routine operation. However there are some anomalies that occur, the most common of these being death, an unfortunate side effect but nothing to keep the top brass awake at night. The other, and arguably the most efficacious, is that on the surface the convict seems compliant until placed in a stressful situation. Then the subject explodes in a berserk fury, taking no heed to personal injury. These subjects have shown enhanced physical characteristics under tests and demonstrate an almost primeval cunning making them extremely capable and savage warriors.

AS	SH	ST	T	W	CD	SZ	MV
3	3	4	4	1	3	2	4

Structure: Squad
Unit Size: 8-15
You may include a maximum of 1 Support model for every 2 other models.

Troop Type	Equipment	No. Per Unit	Cost
Berserker	Two Combat Blades, Combat Shotgun	8-15	22
Gunslinger	Two Combat Shotguns	0-4	26(s)
Decapitator	Broadsword	0-4	17(s)
Champion	Broadsword	0-1	25

Special Rules
All: Multiple Attacks (x2), Berserk Charge, Impetuous, Fearless, Immune to Panic, Shock Trooper
Gunslinger: Multiple Shots (x2)
Champion: Strike First, Shock Trooper

Sandrunners

Desert Marauder

LEGION CENTURION

Centurions command an entire Century of Legionaries however they are assigned on the battlefield to a particular squad. The effectiveness of a squad is usually a reflection of the competence of its leader. Because of the harsh discipline and ruthless nature in which the Junker Legions are employed squads tend to have a very short life span. Statistical analysis shows that providing Legionaries survive the first few hours of a campaign their prospects of survival are greatly improved, additionally successful Centurions have been shown to improve the performance and life span of a unit. Centurions within squads greatly improve the morale and there are fierce contests within the squads of the Century to get re-assigned to the Centurions unit. As a result of these Centuries, Cohorts and Legions then begin to fight in particular styles, imitating the preferences and techniques employed by its Centurions. This over time has created a limited kind of specialisation in the forces of particular Legions.

AS	SH	ST	T	W	CD	SZ	MV
4	4	4	4	1	4	2	4

Structure: Individual
Unit Size: You may add a Legion Centurion to a squad of Convict Legionaries or Convict Lancers by replacing the standard Decurion entry. To add both a Centurion and a Standard Bearer to a squad they must both belong to the same Legion. You may not have more than one Centurion of the same Legion in any Junker force.

Troop Type	Equipment	No. per Unit	Cost
Vulture Centurion	Two Combat Shotguns	0-1	30
Serpent Centurion	Combat Shotgun, Combat Blade	0-1	21
Scorpion Centurion	Combat Shotgun, Combat Blade, Battleshield	0-1	30
Desert Fox Centurion	Thermite Lance, Battleshield	0-1	32
Sand Viper Centurion	Two Combat Blades	0-1	21
Shadow Jackal Centurion	Combat Shotgun, Combat Blade Shotgun,	0-1	22

Special Rules
Vulture Centurion: High Morale (+1), Tactical Awareness, Multiple Shots (x2)
Serpent Centurion: High Morale (+1), Tactical Awareness, Lethal Strike (x1)
Scorpion Centurion: High Morale (+1), Tactical Awareness, Multiple Attacks (x2)
Desert Fox Centurion: High Morale (+1), Tactical Awareness, Fast
Sand Viper Centurion: High Morale (+1), Tactical Awareness, Strike First
Shadow Jackal Centurion: High Morale (+2), Tactical Awareness, Fearless, Immune to Panic

Desert Marauder Heatwave

Desert Marauder Scavanger

LEGION STANDARD BEARERS

As with the Centurions standard bearers have reached reverential status. The bearer in any unit is seen as a prestiges position. The standards themselves have become icons for their Legion, some being centuries old. Because of the ephemeral and risky nature of life in the Legions, Legionaries are deeply superstitious. Soldiers wear specially blessed trinkets, often tied in their hair, and take part in special rituals before battle, even making sacrifices in some of the outer reaches of the Galaxy. When not on campaign the standards reside in something close to a religious building where many soldiers make offerings, burn candles and take prayer in the presence of these great artefacts.
The overall effect is that these banners can inspire their troops to deeds of valour and keep them focussed in precarious combat situations.

AS	SH	ST	T	W	CD	SZ	MV
3	3	4	4	1	3	2	4

Structure: Individuals
Unit Size: You may add one Legion Standard Bearer to a unit of Convict Legionaries or Convict Lancers. To add both a Legion Centurion and a Legion Standard Bearer to a squad they must both belong to the same Legion. You may only have one of each Legion Standard as a maximum in any Junker force.

Troop Type	Equipment	No. per Unit	Cost
Vulture Standard Bearer	Combat Shotgun, Combat Blade, Vulture Standard	0-1	60
Serpent Standard Bearer	Combat Shotgun, Combat Blade, Serpent Standard	0-1	60
Scorpion Standard Bearer	Combat Shotgun, Combat Blade, Scorpion Standard	0-1	60
Desert Fox Standard Bearer	Combat Shotgun, Combat Blade, Desert Fox Standard	0-1	60
Sand Viper Standard Bearer	Combat Shotgun, Combat Blade, Sand Viper Standard	0-1	60
Shadow Jackal Standard Bearer	Combat Shotgun, Combat Blade, Shadow Jackal Standard	0-1	50

Special Rules
All: Inspiring

LICTORS

Enforcers are military police for the penal Legions. The Lictors are the lower ranking officers of the Enforcers varying in office from Tribune to Decurion. In combat they operate either alongside Convict Legionaries or somewhere nearby, ably defending themselves at close ranges with their Autopistol. They exert discipline over the Convicts with the threat of a neural spike execution, and as such are despised and obeyed in equal measure.

AS	SH	ST	T	W	CD	SZ	MV
4	4	4	4	1	5	2	4

Structure: Individual
Unit Size: You may add a Lictor to a squad of Convict Legionaries, Legionary Grenadiers or Convict Legionary Lancers by using the same buying criteria as Decurions.

Troop Type	Equipment	No. Per Unit	Cost
Lictor	Autopistol	1	20

Special Rules
Neural Spike Activation 1

DUNE RAIDER LICTOR

The mounted arm of the Enforcers. Lictors follow the Dune Raiders into battle on similar quad bikes to marshal them into battle and dispense Junkers justice to those who fail their state in war.

AS	SH	ST	T	W	CD	SZ	MV
4	4	4	6	1	5	4	8

Structure: Individual/Vehicle
Unit Size: You may add a Dune Raider Lictor to a squad of Dune Raiders by using the same buying criteria as Decurions.

Troop Type	Equipment	No. Per Unit	Cost
Lictor	Mounted Combat Shotguns	1	35

Special Rules
Neural Spike Activation 1, Rough Terrain Specialist Desert
Mounted Lictors may make 1 turn for every 2 inches moved
Mounted Lictors cannot evade.

Legion Standard Bearer

SANDRUNNER LICTOR

These mounted Enforcers enter battle astride the same species of beast ridden by Sandrunners. Their primary role is to shadow Sandrunner units, either as part of the squad or somewhere nearby, ensuring that they honour their commitment to defend and fight valiantly for their state. Like their counterparts on foot they carry autopistols but have the added manoeuvrability and close combat fighting ability of their mount.

AS	SH	ST	T	W	CD	SZ	MV
4	4	4	5	1	5	4	6

Structure: Individual
Unit Size: You may add a Sandrunner Lictor to a squad of Sandrunners by using the same buying criteria as Decurions.

Troop Type	Equipment	No. Per Unit	Cost
Lictor	Autopistol	1	35

Special Rules
Neural Spike Activation 1, Fast, Rough Terrain Specialist Desert

In close combat the Sandrunner also gets an attack using the riders AS. To Hit +0, Dam 5(x2) Mounted Lictors cannot evade.

Sandrunner Lictor

CENSORS

Censors are high-ranking Enforcers who accompany the Praetor on all of his or her engagements. They report directly to the Senate and act as a watchdog over the ambitions of the Legion commanders to ensure they tow the party line. Their staff of office, or censor, is an enhanced version of the Neural Spike detonator worn by Enforcers. The added power in the larger unit allows greater range, and enables the Censor to affect multiple neural spikes.

AS	SH	ST	T	W	CD	SZ	MV
4	4	4	4	2	6	2	4

Structure: Individual
Unit Size: You may add a Censor to a squad of Convict Legionaries, Convict Grenadiers or Convict Lancers by using the same buying criteria as Decurions.

Troop Type	Equipment	No. Per Unit	Cost
Censor	Autopistol	1	30

Special Rules
Neural Spike Activation 2, Fearless, High Morale (+1)

Lictor

Lictor

TRIBUNES

Tribunes command the Cohorts that make up the Legions. They report directly to the Praetor. Sometimes this office is bought as part of the career progress of privileged Junkers politicians. However many reached this level through hard fought campaigns, acts of outstanding bravery and an ability to command. These types of Tribunes are held in the highest respect by their Legionaries whereas their political colleges are held in contempt.

AS	SH	ST	T	W	CD	SZ	MV
4	4	4	4	2	5	2	4

Structure: Individual
Unit Size: You may include a Tribune in a unit of Praetorian Guard by using the same buying criteria as Decurions.

Troop Type	Equipment	No. Per Unit	Cost
Tribune	Autopistol, Combat Blade	1	25

Special Rules
Tactical Awareness, High Morale (+1)

PRAETORS

To rise to the status of Legion commander, a Praetor, requires a rare mix of the political and military to prosecute successfully the ruthless campaigns of the Junker's Senate. As with all powerful stations within Junker's society there is always the political mixed with the military, in fact from within both are seen as the same. Praetors as a result are inspiring and charismatic leaders and many in the Senate curry favour with the most powerful of these since, in the more remoter sectors of the galaxy, they may very well set up their own empires with their devoted Legion. This has happened with many a rogue Praetor dissatisfied with their lot in the Senate.

AS	SH	ST	T	W	CD	SZ	MV
5	5	4	4	2	6	2	4

Structure: Individual
Unit Size: You may include a Praetor in a unit of Praetorian Guard by using the same buying criteria as Decurions

Troop Type	Equipment	No. Per Unit	Cost
Praetor	Autopistol, Combat Blade	1	35

Special Rules
Tactical Awareness, High Morale (+2), Inspiring

Lictor

Aurelian

Praetor Maximus

Tribune Gracchus

SALAMANDER FIELD CANNON

In order to compensate for the lack of long range firepower Junker technicians developed these rather crude but highly effective battlefield howitzers. As with most Junker's equipment the Salamander field cannons are sturdy, easily maintained, and cheap to manufacture. They can fire a variety of ordinance from armour piercing shells to the highly volatile naphtha bombs. They are towed into position on the battlefield by teams of Sandrunners or Desert Marauders.

AS	SH	ST	T	W	CD	SZ	MV
3	3	6	6	4	4	4	0

Structure: Individual/Vehicle

Troop Type	Equipment	No. Per Unit	Cost
Salamander Crew (2)	Salamander Siege Cannon, Combat Blades	1	100

Special Rules

Immobile, Tactical Awareness, Heavy Armour 5

In close combat the crew will attempt to defend the Salamander.

The Salamander has a 180-degree fire arc to the front.

Salamander Field Cannons cannot evade.

Any hits from shooting are allocated to the Salamander itself as the crew take cover.

In close combat the crew fight as normal and receive no Heavy Armour save.

You may upgrade the Salamander to carry Hellfire Shells for an additional 20 points. If you choose this option you must declare before you fire which type of shell you are using every turn.

Damage Table

1d10	Result
1-5	No Additional Damage.
6	Targeting Array Damaged.All to hit rolls suffer an additional -1 to hit modifier.
7	Shield Damaged. The shield is damaged and does not offer the same level of pro tection. The Salamander now has Heavy Armour 3. A second hit in this location destroys the shield.
8	Main Armament Damaged. The weapon system becomes prone to jamming. Each time you try to shot with the weapon roll 1D10. On a roll of 1-5 the weapon cannot be fired.
9	Reload Mechanism Destroyed. The Salamander may only be fired once every second turn, as the crew have to manually load all the shells.
10	Ammo Storage Hit. The Salamander and its crew are killed instantly and the large circular template placed on the centre of where the weapon was. Any body under the template suffer 1 hit, DAM 7 (x2) Armour Piercing 3.

CENSOR CATO

Censor Cato is a notorious Censor from the Scorpion Legion. He came to renown after famously executing Praetor Antonius of the 66th Scorpion Legion after a particularly disastrous campaign in the Thesphian system. Held in high regard within the Senate Cato propounds the virtues of a Spartan existence and total devotion to the State. There have been a number of Praetors that have taken their own lives when they have received communication from the Senate that Cato has been assigned to their Legion. Needless to say he commands obedience wherever he goes, however, this is born of fear rather than out of any mutual respect.

AS	SH	ST	T	W	CD	SZ	MV
5	5	4	4	2	6	2	4

Structure: Individual

An army cannot contain more than one Censor Cato. You may add Censor Cato to a squad of Convict Legionaries, Convict Grenadiers or Convict Lancers by using the same buying criteria as Decurions.

Troop Type	Equipment	No. Per Unit	Cost
Censor Cato	Autopistol	1	35

Special Rules

Neural Spike Activation 2, Fearless, Immune to Panic, High Morale (+2)

PRAETOR MAXIMUS

Maximus is one of the most esteemed Praetors within Junker's society. When Tribune in the 10th Vulture Legion he uncovered a plot perpetrated by his Praetor Calacus to assassinate members of the Senate and set himself up as Emperor of Ironglass. Fortunately for the Senate Maximus infiltrated the rebels, gained their confidence and finally arrested Calacus and handed him over to the authorities. He was decorated in public in the great Coliseum in Meridian City, the execution of his former Praetor was part of the celebrations. Respected by all he has attained cult status and as such is an inspiring leader to the Junker war machine.

AS	SH	ST	T	W	CD	SZ	MV
5	5	4	5	2	6	2	4

Structure: Individual

An army cannot contain more than one Praetor Maximus. You may add Praetor Maximus to a squad of Praetorians by using the same buying criteria as Decurions.

Troop Type	Equipment	No. Per Unit	Cost
Praetor Maximus	Autopistol, Combat Blade	1	40

Special Rules

Tactical Awareness, Multiple Attacks (x2), High Morale (+2), Inspiring

TRIBUNE GRACCHUS

Tribune Gracchus is a widely known and universally hated character. So many people within his own organisation have vowed to kill him that he no longer worries about who might be planning to assassinate him, when clearly everybody is a likely candidate. He has a cruel streak a mile wide and has an almost supernatural ability, way beyond the vigilance of lesser Enforcers, to spot units not behaving in an efficient manner. Gracchus's only friend and confidante is a huge evil-tempered Sandrunner called Rex, and in close range fights the pair are truly formidable. Gracchus currently serves with the 9th Sand Viper Legion and is a member of the elite military society, the Saurian Order.

AS	SH	ST	T	W	CD	SZ	MV
4	4	4	5	2	5	4	6

Structure: Individual
An army cannot contain more than one Tribune Gracchus. You may add Tribune Gracchus to a squad of Sandrunners by using the same buying criteria as Decurions.

Troop Type	Equipment	No. Per Unit	Cost
Tribune Gracchus	2 Autopistols	1	60

Special Rules
Tactical Awareness, High Morale (+1), Terrifying, Strike First, Rough Terrain Desert, Multiple Attacks x2
In close combat Rex also gets an attack using the AS value of Gracchus. To Hit +0, Dam 6(x2)
Gracchus cannot evade.

AURELIAN

Centurion Lucius Aurelian is a well-respected figure both on and off the battlefield. A three time decorated military hero, his ability to consistently win battles without squandering lives has won him plaudits from the Senate and the soldiery alike. Aurelian's compassionate treatment of the soldiers in his command is certainly contrary to popular Junker wisdom, but the fact remains his presence does wonders for troop morale. In battle he currently leads the famous Red Serpents Cohort, and carries a unique weapon constructed by Junker technicians from salvaged materials.

AS	SH	ST	T	W	CD	SZ	MV
4	4	4	4	2	5	2	4

Structure: Individual
An army cannot contain more than one Aurelian. You may add Aurelian to a squad of Praetorians by using the same buying criteria as Decurions.

Troop Type	Equipment	No. Per Unit	Cost
Aurelian	Trident	1	40

Special Rules
Tactical Awareness, Inspiring, Fearless, Immune to Panic, High Morale (+2)

Salamander Field Cannon

LICTOR DECIMUS

Even by Lictor standards Decimus is a ruthless and brutal Enforcer. Decimus is not actually his name it is his preponderance to use "Decimation" as a deterrent against insubordination and poor performance of Legionaries on the battlefield that has gained him that title.

AS	SH	ST	T	W	CD	SZ	MV
4	4	4	4	1	5	2	4

Structure: Individual

An army cannot contain more than one Decimus. You may add Decimus to a squad of Convict Legionaries, Convict Grenadiers or Convict Lancers by using the same buying criteria as Decurions.

Troop Type	Equipment	No. Per Unit	Cost
Decimus	Autopistol	1	25

Special Rules

Neural Spike Activation 2, Tactical Awareness, High Morale (+2)

"THE RED FOX"

The female Marauder ace Valeria is the most heavily decorated Legionary in her class. Nick named "The Red Fox" she rides a converted version of the standard issue Marauder dune buggy. Fitted with racks of grenade launchers "The Red Fox" can clear large areas of the enemy's frontline to penetrate deep into their territory to cut supply and communication lines and destroy fuel and ammunition.

AS	SH	ST	T	W	CD	SZ	MV
4	3	4	6	2	4	5	6

Structure: Individual/Vehicle

An army cannot contain more than one Red Fox. You may add The Red Fox to a squad of Marauders by using the same buying criteria as Decurions.

Troop Type	Equipment	No. Per Unit	Cost
The Red Fox	Mounted Hellfire Grenade Launcher	1	70

Special Rules

Tactical Awareness, High Morale (+1), Fearless, Rough Terrain Specialist Desert

The Red Fox may make 1 turn for every 2 inches moved

The Red Fox cannot evade.

Praetor

SPECIAL RULES

BERSERK CHARGE

A Berserk unit charges into the enemy at full force, screaming and howling war cries. When charged by such a unit, you may not counter charge. In addition, when a Berserk unit has the chance to counter charge, they do so automatically, no command check is taken.

COMBINE FIRE

Figures with the Combine Fire ability are capable of using two weapons in conjunction to produce a more powerful effect. When a figure with this skill uses two light flame throwers and has the Multiple Shot ability they may sacrifice two shots to produce one normal flame thrower attack.

ENFORCED RALLY

A model or squad with this skill are equipped with Neural Spikes and can be affected by the Neural Spike Activation Ability.

FAST

Some models are capable of fantastic bursts of speed, whether through training, natural ability or performance enhancing drugs. Models with this special rule may move up to 1.5 times their MV stat when charging, closing or rushing. So for example a model with MV 4 could move up to 6 inches on a charge move, or indeed in any of the other cases listed here.

FEARLESS

Models with this special rule can be exceptionally brave, without emotion, or are so hideous themselves that other things don't scare them. Fearless models are immune to the effects of the Terrifying special rule.

HEAVY ARMOUR

Some models like armoured vehicles and large monsters are so heavily armoured that they are very difficult to damage with normal weaponry. Attackers need special armour piercing weapons in order to have a reasonable chance of causing damage to these models. Models with this special rule gain a d10 'Heavy Armour save' that can negate damage they have suffered.

When a model has this special rule it will be stated as 'Heavy Armour 4', or 'Heavy Armour 7' etc. The number is a positive modifier to the d10 heavy armour saving roll, for example Heavy Armour 6 adds +6 to the d10 heavy armour save. The following rule applies;

- Heavy Armour Save: If a model with Heavy Armour receives wounds, roll 1d10 per wound, adding the indicated modifier. On a score of 10+ the wound is ignored and the model suffers no harm.

HIGH MORALE

Models with this special rule are more steadfast than others and less likely to panic or take fright. High Morale is expressed on the profile as a number that is added to the dice roll when a unit makes a morale check. The modifier used is always the highest one in the unit, so for example if all members of a unit have High Morale (+1) and the Decurion has High Morale (+2), you would use the +2 modifier when making a morale check.

IMMOBILE

Models with this special rule are incapable of moving either due to their immense size or lack of transport. Once placed on the board it must stay there for the remainder of the game and cannot turn to face any other direction.

IMMUNE TO PANIC

Models with this special rule are either exceptionally well disciplined or are simply incapable of losing their cool. They never panic, and therefore don't need to make any morale checks that would result in panic if failed.

IMPETUOUS

Impetuous troops are hard to control, and have a tendency to run amok rushing into the fray when more experienced commanders would rather they hold back.

A unit that includes impetuous troops and does not include a Lictor or Censor must pass a CD check at the beginning of their turn if they do not want to move towards the nearest enemy in LOS. If there is no enemy within LOS the unit does not have to take this test

In the assault phase an impetuous unit MUST assault the enemy if at all possible.

INSPIRING

Models with this special ability have a positive effect on the morale of nearby units. Units within 6 inches and LOS of Inspiring models can re-roll failed morale checks. They only get to re-roll once per test and must abide by the result of the second dice roll.

LETHAL STRIKE

A model with this special rule can cause severe damage when using melee weapons in close combat. This could be because of its equipment, its training or its sheer bulk and power.

This is shown as a damage multiplier on the profile, for example Lethal Strike (x1), Lethal Strike (x2) etc. The number shows how many extra damage dice you should roll in addition to the normal number for the weapon the model is using. For example if a model has Lethal Strike (x1) and attacks with a Combat Blade (dam ST+0), it would roll 2 damage dice for each hit scored in close combat.

MULTIPLE ATTACKS

Models with this special rule make Multiple Attacks in close combat. So for instance a model that has Multiple Attacks (x2) listed in the special rules section of its profile will attack twice in close combat. Multiple Attacks can be used to engage more than one close combat opponent.

MULTIPLE SHOTS

Models with this special rule can shoot more than once during the shooting phase. So for instance a model that has Multiple Shots (x2) listed in the special rules section of its profile will shoot twice. Multiple Shots can be used to fire on more than one target.

NEURAL SPIKE ACTIVATION

Figures with this skill are responsible for maintaining control with the convict squads of the Junker armies. They carry a remote control that allows them to activate the neural spikes of convict Legionaries.

Instead of shooting a model with this skill they may automatically rally any panicked squad that has the Enforced Rally skill, as long as they are within range and LOS by executing one member of the squad. Remove one figure from the squad as well as the panic marker.

Instead of rallying a unit you may choose to detonate one suicide bomber or bike within range.

The range depends on the level of Neural Spike Activation that they have. Each level is worth 6" so a Lictor with Neural Spike Activation 1 has a range of 6" where as a Censor with Neural Spike Activation 2 has a range of 12".

ROUGH TERRAIN SPECIALIST

Some models, either because of training or natural ability, can move with ease through certain types of terrain. Models with this special rule suffer none of the normal penalties for moving on the terrain listed after the Rough Terrain Specialist entry on their profiles. For example if a unit has Rough Terrain Specialist Desert it is able to move across any desert terrain without penalty.

SHIELD WALL

The Praetorian Guard are dedicated warriors and spend most of their time running complex drills and training to operate as a cohesive force.

This training allows them to act as one on the battlefield by locking their shields together to provide superior protection for both themselves and their comrades.

When a Praetorian Guard unit wishes to adopt the Shield Wall formation move all non-support models into base-to-base contact and then place all support models within 2" of the wall. All models must have sufficient movement to adopt the formation.

Whilst the shield wall is in formation the unit is considered to have heavy armour 3 from all attacks in their front arc and no attacks can be allocated to figures behind the Shield Wall until all members of the wall have been eliminated. Attacks from behind the front facing other than the front are subject to the normal hit allocation rules.

The unit may advance when in formation but must maintain base-to-base coherency, including a rush move.

If engaged in close combat the Shield Wall formation is lost.

SHOCK TROOPER

Models with this special rule are particularly effective when storming enemy positions and engaging in close combat. They receive a bonus of +1 to hit and +1 to dam when charging or counter-charging. This is in addition to any other bonuses they might have to the attack.

STRIKE FIRST

Models with this special rule have superior reactions and close combat training. In close combat they always resolve their attack(s) first, and if their opponent is killed then it may not have its usual return attack.

SWARM

Models with Swarm attack in a confusing mass in close combat, overwhelming their foe by sheer weight of numbers. Models fighting creatures that Swarm suffer a -1 penalty to their to hit rolls, up to a maximum of -3, for every enemy model after the first that they are in base contact with. This only works in close combat. Whilst in close combat it is important to note that a model can only Swarm one opponent at a time so you must declare which opponent you are swarming if in base-to-base with more than one.

TACTICAL AWARENESS

Models with this special rule can attempt to ignore their normal target priorities. Before the unit shoots make a CD check for the model. The results of the check vary depending on whether the checking model is a squad leader (a Decurion for example) or individual, or a support model within a squad. Note that if a squad contains both a squad leader and one or more individuals you can make a separate check for each model individually if you wish. The following rules apply.

- Squad leaders and individuals: If the check is passed the entire unit may ignore nor mal target priorities and may shoot at any enemy unit of the owning players' choice. As with normal shooting all members of the unit must still fire at the same target unit. If the check is failed, then the unit hesitates and is momentarily confused. It cannot carry out its shoot orders this turn.
- Support (S): If the CD check is passed the support model may ignore normal target priorities and can instead shoot at any unit of its choice, firing at a different target unit than its fellow squad members if the own ing player so wishes. If the check is failed, then the support model hesitates and is momentarily confused. It cannot carry out its shoot orders this turn.

TERRIFYING

Some models are so fearsome or vile that enemy troops cower before them. The range of this effect is a radius equal to the model's SZ stat in inches. Enemy units within this area must make a morale check. Troops, which are terrifying, are automatically assumed to be Fearless as well.

ARMOURY

COMBAT SHOTGUN

Combat Shotguns are constructed under the classic Junker design philosophy: robust, functional and cheap to manufacture. These standard Convict issue weapons can operate in extremely harsh environments such as the Red Erg desert on Ironglass.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
0	5	+1	5	0	3				

Type: 2 handed
Special Rules: None

AUTOPISTOL

Autopistols are standard side arms. They come in a bewildering variety of different models with different styles of ammunition ranging from old-fashioned brass-cased rounds to high-tech flechette sprayers, but they all perform pretty much the same function on a battlefield.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+1	4	0	4						

Type: 1 handed
Special Rules: None

BATTLESHIELD

Battleshields are essentially an extra piece of armour carried to protect the user. They are most commonly employed by assault troops that are required to storm enemy positions or advance under fire. Battleshields are about 1.5 meters tall and are made of a hard, flexible ceramic layer on the outside, with an anti-ballistic gel filled cushion behind it.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam

Type: 1 handed
Special Rules: The shield gives good protection from frontal attack. It confers a -1 mod to all d10 damage rolls caused by hits originating from within the users front facing.

BROADSWORD

Broadswords are massive two-handed weapons that when wielded properly are able to wound even the toughest opponents. The sheer size of the broadsword does not allow the wielder to use any other weaponry though, leaving them vulnerable to ranged fire on the battlefield.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
- 1	ST+3								

Type: 2 handed, melee
Special Rules: None

CESTUS

Cesti are massive mechanical gloves attached to Exo-Suits. Aptly named after an ancient gladiatorial weapon that consisted of a glove with an iron bar in it, and often spikes across the knuckles, the cestus is used for punching and crushing. A hydraulic ram in the wrist gives the user a killer punch, but the real damage is done when it grabs something. Capable of crumpling sheet steel like tissue paper, a cestus will mangle most things it can get a good grip on.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
0	6(x sp)								

Type: 1 handed, melee, Armour Piercing 3
Special Rules: The amount of penetrative damage the cestus does depends on how good a grip it has on the target. For every 2 clear points that the 'to hit roll' is passed by add 1 to the Dam multiplier (always assume the base to be (x1)). A natural to hit roll of 10 always gives a (x3) Dam modifier.

CHAIN GUN

Chain guns are squad support gauss weapons. Heavy weapons specialist's carry them into battle, usually on some sort of gyro-stabilised rig to cope with the recoil and shaking. They are stripped down versions of vehicle and tripod mounted chain guns, and are somewhat less effective due to the lack of a stable firing platform. However, chain guns are devastating anti-personnel weapons within their effective range and can spray a hail of heavy flechettes at a considerably higher rate of fire than a basic gauss rifle.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-2	6	+1 (x2)	6	0	5				

Type: 2 handed
Special Rules: None

COMBAT BLADE

Combat blades are really anything that can be used to stab, slash, puncture or otherwise injure a close combat opponent. Swords, machetes and combat knives are examples of combat blades, and can prove an essential back up tool when confronted at close quarters or where stealth is required. Military grade combat blades tend to be incredibly hard, durable and sharp in order to penetrate modern armour and cope with possible exposure to corrosive climates.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
0	ST+0								

Type: 1 handed, melee
Special Rules: None

DESERT FOX STANDARD

The Desert Fox Legion has a high percentage of convict lancers, requiring them to close with the enemies as quickly as possible. All convicts recruited into the Desert Foxes must be able to complete a one hour run through the Red Erg without stopping, not an easy task as without water you will perish. Those who do not pass the trial still litter the desert and are a reminder to new recruits that failure is not an option.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	6								

Type: 2 handed melee
Special Rules: A unit containing the Desert Fox Standard gains the Fast special ability.

EXPLOSIVES PACK

Specifically, this refers to the explosives worn by suicide bombers. The pack is crude in the extreme, and quite simply consists of a rack of demolition charges linked to go off in unison when a ripcord is pulled. Of course this is invariably fatal to the user, but the idea is that the expendable trooper waits until he or she is in the optimum place to cause most devastation, then activates the device.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam

Type: Special
Special Rules: You can attempt to detonate the pack at the beginning or end of any phase of your units' turn. Unactivated units and those on hold reacting to being charged can attempt to do this, if they pass the usual CD test for reaction.
Roll 1 d10 for each model attempting to detonate, a score of 4 or more indicates success, and the pack detonates. Place the small circular template over the model. Any other models touched by it suffer 5 (x2) Dam; remove the model that used the explosives.
You may only attempt to detonate the explosives pack once during the units turn.

FLAME THROWER

Flame throwers are particularly unpleasant short-range support weapons. They spray incendiary gel or liquid fuel in a curtain of searing fire. Advanced models use compounds that ignite on contact with the air, but most still have either an electrode or a pilot flame to set the fuel alight. They are particularly effective when used to hose down the interiors of bunkers or trenches, where enemy troops are packed in tight and have nowhere to run.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam

Type: 2 handed, directly placed template weapon, incendiary
Special Rules: Use the large teardrop shaped template. The weapon does 5 Dam

HAND GRENADES

Hand grenades are simple thrown explosive devices that are carried by some troopers for short-range support purposes. They come in a variety of shapes and sizes, but on the whole they consist of some sort of fragmentation jacket surrounding an explosive core. Different models have different priming mechanisms ranging from the simple pin, through cylinders that have their tops and bottoms twisted in opposite directions, to keypad-operated timers. There are various grades of explosive available too, but standard issue grenades are anti-personnel fragmentation devices.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
		-1	5						

Type: 1 handed, indirect fire, ranged template weapon
Special Rules: Use the small circular template.

HEAVY GRAPE GUN

Heavy grape guns are larger, more powerful versions of the grape guns. Usually attached to Exo Suits they fire heavier rounds at greater velocity; the overall effects being that they have better stopping power compared to the smaller version, but are much bulkier. This means that heavy grape guns, although still considered small arms for the purposes of defining their role in combat, can only be mounted on vehicles or very heavy troops.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1(x2)	6	0(x3)	6	-1	5				

Type: 1 handed, indirect fire, ranged template weapon, incendiary
Special Rules: Use the small circular template

IMPROVISED WEAPONS

Troops that are equipped solely with weapons with no close combat capabilities (for example the Grenade Launcher) must use improvised weapons in close combat. Gun butts, entrenching tools, sticks, stones, bare hands and natural weaponry can all be pressed into service when the action gets up close and personal.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	ST-1								

Type: 2 handed*, melee
Special Rules: *Although improvised weaponry may not literally be two handed, it represents the use of weapons that are not particularly efficient in close combat. As such they cannot be combined with another weapon in CC to give any bonuses, nor can a shield be used in conjunction with an improvised weapon.

LIGHT FLAME THROWER

Flame Throwers are short-range devices that spray sticky, incendiary fuel over an area. They are terrifying, indiscriminate weapons that set fire to everything in their path. Light Flame Throwers are configured for use in close combat, so are much more compact than standard models and have correspondingly less area coverage. The fuel is a gel that is pumped from a diffuser nozzle and ignites upon contact with the air.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+1	4								

Type: 1 handed, directly placed template weapon, incendiary
Special Rules: Use the small teardrop shaped template. The weapon does 4 Dam.

MOUNTED COMBAT SHOTGUNS

Consisting of two shotguns strapped together and bolted onto the front of a vehicle, usually the Quad Raiders, mounted Combat Shotguns provide good short-range firepower. The mounted Combat Shotguns fire the same ammunition as the standard sidearm but with them both firing simultaneously the accuracy of the weapon is offset by the amount of shrapnel being produced making them the perfect weapon for fast assault vehicles. The Junkers make excellent use of this weapon on their Raider Quads.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
0	6	+1	6	0	4				

Type: Mounted
Special Rules: None

MOUNTED CHAIN GUN

Mounted chain guns are heavy support weapons that are devastating at any range. They can be belt, magazine or drum fed, and usually have more than one barrel. Common barrel configurations include rotary, four over four and quad. Mounted chain guns make excellent defensive weapons for teams in emplacements such as bunkers or trenches, but are also commonly mounted on vehicles for anti-personnel purposes.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
		+1 (x3)	6	+1 (x2)	5	0	5	-1	5

Type: Mounted
Special Rules: None

MOUNTED FLAME THROWER

Mounted flame throwers are simply larger versions of the standard infantry flame thrower. Having the benefit of larger fuel tanks the mounted flame thrower has a larger nozzle and can caused a horrific amount of damage on anything caught in the blast. Mounted flame throwers are amongst the best assault weapons available to the Junker forces. Due to the vast quantities of fuel required to operate the weapon only vehicles are able to use the mounted flame thrower.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam

Type: Mounted, directly placed template weapon, incendiary
Special Rules: Use the large teardrop shaped template. The weapon does 7 Dam

MOUNTED HELLFIRE GRENADE LAUNCHER

The mounted hellfire grenade launcher is simply a larger version of the standard weapon. With the increase in weapon size the shells also increased in size, allowing for an increased burst radius. The increase in radius also has its drawbacks as well though as the potency of the fluid is also diluted slightly causing less damage to the target. It is still believed that this is an experimental weapon as it has only been seen on one vehicle so far, a Marauder belonging to "The Red Fox".

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
		+1	4	0	4	-1	4		

Type: Mounted, incendiary
Special Rules: Use the large circular shaped template.

SALAMANDER FIELD CANNON

The Salamander is one of the largest weapons employed for ground combat by any of the Tripartite powers. It is capable of destroying any target with a single hit. The original template was the Howitzer Barrage Cannon used by the Viridians but the Junkers decided that bigger shells were required.

High Explosive Round

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
	-	2	8(x2)	-1	8(x2)	0	8(x2)	-2	8(x2)

Type: Mounted, indirect, Armour Piercing 5
Special Rules: Use the large circular shaped template. When a Salamander damage template is placed leave a piece of crater terrain of approximately half the size of the template where it landed. This area now counts as difficult terrain, and models occupying it may claim a cover save

Hellfire Round

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
		-2	8	-1	8	0	8	-2	8

Type: Mounted, indirect, incendiary
Special Rules: Use the small circular shaped template.

SAND VIPER STANDARD

The Sand Viper Legion is named after a deadly desert snake that fools prey into thinking it is defenceless before it strikes with lightning speed. The convicts of this Legion are trained to strike exactly at the moment when their foes expose themselves in combat, allowing them to deal the killing blow within the blink of eye.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	6								

Type: 2 handed melee
Special Rules: A unit containing the Sand Viper Standard gains the Strike First special ability.

SCORPION STANDARD

The Scorpion Legion is the most militaristic of all the Legions. They are one of the only Legions to conduct actual training courses for the convicts. On the battlefield Scorpion Legionaries attack with a ferocity that overwhelms their opponents and allows them to attack again whilst their foe is still stunned.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	6								

Type: 2 handed melee
Special Rules: A unit containing the Scorpion Standard gains the Multiple Attacks (x2) special ability.

SERPENT STANDARD

Convicts of the Serpent Legion tend to be large and powerful individuals, usually thugs and cut-throats. The limited training that they receive tends to revolve around physical attributes such as power lifting and body combat. For all of their attributes they still lack the basic close quarter training of a proper soldier, although when they do connect people know about it.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	6								

Type: 2 handed melee
Special Rules: A unit containing the Serpent Standard gains the Lethal Strike (x1) special ability.

SHADOW JACKAL STANDARD

The Shadow Jackal Legion is considered to be the most brutal and sadistic Legion in existence. Convicts that join the Shadow Jackals realise quickly that you fight hard, or die harder.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	6								

Type: 2 handed melee
Special Rules: A unit containing the Shadow Jackal Standard gains the Immune to Panic and Fearless special abilities.

THERMITE EXPLOSIVES PACK

Thermite explosives packs are standard equipment on all Junker suicide bikes. Consisting of the same high explosives used on the thermite spear and lance it activates when an electrical current is passed through the pack it explodes with devastating effects. Both the bike and the driver are of course killed in the blast but it is highly unlikely that any enemy troops will survive if caught in the blast either.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam

Type: Mounted, directly placed template weapon, incendiary
Special Rules: You can attempt to detonate the pack at the beginning or end of any phase of your units' turn. Unactivated units and those on hold reacting to being charged can attempt to do this, if they pass the usual CD test for reaction.
Roll 1 d10 for each model attempting to detonate, a score of 4 or more indicates success, and the pack detonates. Place the large circular template over the model. Any other models touched by it suffer 5 (x2) Dam; remove the model that used the explosives.
You may only attempt to detonate the explosives pack once during the units turn.

THERMITE LANCE

Thermite lances are larger versions of the thermite spear. Working on the same technology the thermite lance has a longer shaft allowing for limited ranged combat. Once the explosive charges have been set a launch system in the shaft allows them to be fire a short distance before the explode, hopefully amongst the enemy. At close quarters the longer shaft also allows the user to apply more force to their attack causing more damage to their target.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
0	7(x2)	-1	5						

Type: 2 handed melee, Armour Piercing 5
Special Rules: None

THERMITE SPEAR

Thermite spears are long poles with a thermite charge mounted on the end. Thermite is a plastic explosive that requires a current to be run through it to detonate, so the user must press a trigger on the haft of the spear once they've got the charge in place. This is obviously fairly difficult to use in the midst of battle but when it works the effects are worth the bother as when activated thermite reacts so rapidly and violently that it is consumed in a flash of plasma.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
0	7								

Type: 1 handed melee, Armour Piercing 5
Special Rules: None

TRIDENT

The Trident is Decurion Aurelian's personal weapon. Many high-ranking officers in the Junker army carry strange combination weapons cobbled together from battlefield remnants by their scavenging engineers. The Trident is a modified gauss rifle; it has a modified light flamethrower attached beneath the barrel, and three Vibro-scythe blades fixed around the muzzle. The idea is that it gives Aurelian a wide choice of tactical options rolled into one weapon.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	ST+0(x3)	0	5	0	5				

Type: 2 handed, directly placed template*
Special Rules: *When the Trident is fired the user can either opt to shoot normally with the Gauss Rifle section, or they can use the underbarrel Light Flame Thrower. The Light Flame Thrower uses the small teardrop shaped template and does Dam 4, which counts as incendiary.

VULTURE STANDARD

Convicts of the Vulture Legion are experts with the Combat Shotgun. When they are not on the battlefield they are constantly training to increase the rate of which the can reload and fire their Combat Shotguns, although aiming seems to be of little concern.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	6								

Type: 2 handed melee
Special Rules: A unit containing the Vulture Standard gains the Multiple Shots (x2) special ability when firing a Combat Shotgun.

DESERT SANDS

Imagine a world of sand where the surface shifts and moves in great, slow tides that change the landscape day by day. A world where the winds can swirl right around the globe with virtually nothing to break their power. Winds that carry tons of sand and fling them against any exposed rock, carving away the least resistant parts and leaving the remains carved into strange spires and columns. This is a world that the Junkers call "home"…

If you want to create your own desert planet on the wargames table, you are going to need sand dunes, rocks and some suitable vegetation. All of these can be made from extruded polystyrene sheet of the type used for house insulation. If you can't find this very dense foam, the stuff I'm using here is 20mm thick, you can always use the softer expanded polystyrene type made from little granules. If you are using the latter, you will find that some sheets are more dense than others. Always use the hardest available. Just follow the instructions below, but cutting bits out carefully so they don't break and using a little more filler to get an even surface. Whichever insulation board you use, make sure you cut it with a very sharp craftknife or scalpel or you'll get pieces with torn edges.

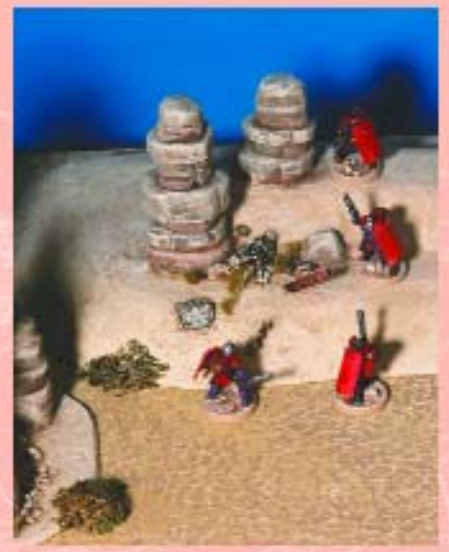
Sand dunes are made from a number of layers of foam stacked one on top of the other on a base made from thick card. Cut out the base first, a rough oval is probably best, holding the knife at an angle, so that you end up with a nicely sloping edge. Sand round this edge with some fine sandpaper, so that it's smooth and any cut marks are removed. Cut out a piece of foam that is a little bigger than the base and glue the two together using PVA (the white glue used for woodworking) or a glue gun which gives you a more instant result. When the glue has set, cut away the foam that overhangs the edge of the base. Use the edge of the card base as a guide for your craftknife, sliding it along as you cut away the excess. Carve the edge back into a slope and then sand it smooth where necessary. You now have a basic, one level sand dune. To make it higher , simply cut out a smaller piece of foam, shaped like the first, and glue it on top of the other. If you have a big dunes, you can build them up to four or five layers, but you'll probably get better games out four or five small dunes than one or two huge ones. The dune in the photos has a relatively stepped appearance and this is quite deliberate. It's much easier to stand figures on a stepped hill than on one with a smooth slope from top to bottom. Figures on a smooth slope tend to fall over or slide down every time you touch them. If you find this visually unacceptable, you can always smooth the various layers into a continual slope, but I do advise against it.

Brush the whole model all over with a mix of PVA glue and ready mixed plaster. This will result in a tough textured coat that can be dry-brushed at the painting stage in a range of sandy colours.

Work in progress. The small card base on the left can be used to base cacti or rock spires. The rock stack on the right has been glued together, but needs to be sanded down and coated with a mix of filler and woodworking glue. The hairy sisal string in the background is the type that I use to make clumps of grass. You can dye up a batch of this with clothes dye or tint a short length with thinned acrylic paint.

When you base the cacti and rock spires on pieces of card. Texture the bases with filler and glue on some grit or cat litter with a little more of the PVA. You can also add clumps of withered grass made from short lengths of sisal string tinted pale green. Don't add too much of this - the climate is too dry for much in the way of vegetation.

I added this little scene to a standard sand dune, to make it a little more interesting. The skeleton comes from the Celtos range with its spear cut away and a spare weapon glued into its bony fist. The belts were added from paper, with a buckle and ammo pouches cut from bits of card. The bits of debris were found in my spares box and sunk into small holes cut in the surface of the dune.



A patrol of convict legionaries trudge across the sand and stumble onto the scene of a previous combat

If you have just made a sand dune, you should have a pile of foam offcuts all over the floor. You can use all these little bits to make wind eroded rock spires. Cut these out into rough circles or ovals with sizes varying from 2cms to about 10cms in diameter and then cut some of them into two or three horizontal slices. Glue these one on top of the other with, in general, the largest bits at the bottom, but vary the pieces as you work your way up the stack. Put a thick piece on top of a thin piece and a wide piece on top of a narrow. If this sounds a bit confusing, have a look at the photos and you'll soon get the idea. It should look as if the softer strata have been eroded away and the harder rock is standing out in bands. Make sure that the stacks are not all the same height.

When the glue has set carefully, cut a few vertical cracks in the rock to represent fault lines. Then roll a bit of sandpaper round a pencil or something similar, and start to sand the surface horizontally taking off the sharp edges and creating concave surface on some of the layers. Change the pencil for a cocktail stick and then use this to rub narrow horizontal fissures into the rocks. When you are happy with the result, coat the whole thing with the usual mixture of ready mixed plaster and wood glue and put it aside to dry.

When you've made a few of these columns, you can base them in twos or threes on a card base or add them to a sand dune to look as if a rock formation has been engulfed by the ever shifting sands. Paint them with the same sand colours you used on the dune, but with a little grey added. Work from a basic dark undercoat through successively lighter colours, so that the high points stand out. You can stop there if you like, but as an added refinement you can put a wash of colour over some of the strata to represent different coloured bands of rock. I used a dirty red colour for this and when it was dry, gave the whole thing a final dry brush to unify the model and give it a dusty look.

You can use more leftover bits of foam to create cacti. Cut out square rods of foam anywhere from about 3cms to 10cms in length. The thinnest should be about 1cm thick and the thickest about 2cms, but try to make them all slightly different. Cut the corners off the bits of foam so that you now have eight sided rods. Sand the sides of the rods so that shape is still just octagonal, but the corners are all rounded off. Sand the top to a dome and round off the bottom a little. You now have your basic cactus shape. I added spines from thin wire to the bigger of the cacti, pushing them into the foam with a dab of glue on the end, leaving about 3 or 4cms standing up above the surface. Stick the cacti in small groups to card bases or add them to rock formations or sand dunes, before giving them a coat of the glue and filler mixture. If you get blobs on the spines, wipe them off with a tissue.

Painting the cacti is easy. A basic dark green undercoat and medium green drybrushing is finished off with some lighter green vertical stripes that fade out toward the bottom of the plant. Touch in the spikes with more of the light green colour.

PAINTING GUIDE

Obsidian Black
Prime White
Koralon Yellow
Erg Red
Gun Metal
Synthan Silver
Metal Wash
Tanned Flesh
Leather Brown
Leviathan Grey
Junkers Brown
Earth
Chainmail
Swamp Brown

CONVICT CHAINGUN

Stage 1:
Undercoat the figure black. Block paint: Armour Leviathan Grey mixed with Obsidian Black, skin Tanned Flesh mixed with Earth, barrels and cesti Erg Red mixed with Obsidian Black, blue stripes Marine Blue, white stripes Leviathan Grey, ion lances Viridian Green and Nova Orange mixed with Koralon Yellow. Metal parts are block painted with Gun Metal.

Stage 2:
Highlight by layering up: Skin with Tanned Flesh, barrels and cesti by adding Erg Red to the mix of stage 1, ion lances by adding Koralon Yellow to both colours of stage 1. Armour and stripes are highlighted by adding Prime White to the mix of stage 1. Metal parts are highlighted by drybrushing with Chainmail.

Stage 3:
Add final highlights by layering up: Armour by adding Koralon Yellow to the mix in stage 2 ion lances with Koralon Yellow, all other parts by adding more Prime White to the mix of stage 2. Colours should be thinned down with a drop of water to give a smooth result. Metal Parts are highlighted by drybrushing with Synthan Silver, lower parts are washed with Metal Wash.

EXO SUIT SERGEANT

Stage 1:
Undercoat the figure black. Block paint: Clothes Obsidian Black, armour and scabbard Erg Red mixed with Obsidian Black, pockets Junker Brown mixed with Obsidian Black, skin Tanned Flesh mixed with Earth, helmet front and backpack Swamp Brown mixed with Obsidian Black and chaingun Barrels Leviathan Grey mixed with Obsidian Black. Metal Parts are block painted with Gun Metal.

Stage 2:
Highlight by layering up: Clothes with a mix of Obsidian Black and Leviathan Grey, pockets with a mix of Junker Brown and Leather Brown, skin with Tanned Flesh and chaingun barrels with Leviathan Grey. The armour is highlighted by layering up by adding Erg Red to the mix of stage 1, helmet and backpack by adding Prime White to the mix of stage 1. Metal parts are highlighted by drybrushing with Chainmail.

Stage 3:
Add final highlights by layering up: Armour by adding Koralon Yellow to the mix in stage 2, all other parts by adding more Prime White to the mix of stage 2. Colours should be thinned down with a drop of water to give a smooth result. Metal Parts are highlighted by drybrushing with Synthan Silver, lower parts are washed with Metal Wash.

Obsidian Black
Prime White
Marine Blue
Viridian Green
Erg Red
Gun Metal
Synthan Silver
Nova Orange
Metal Wash
Tanned Flesh
Leviathan Grey
Earth
Chainmail

BERSERKER

Stage 1:
Undercoat the figure black. Block paint: Trousers Spear Shaft Brown mixed with Obsidian Black, belt Leviathan Grey, skin Tanned Flesh mixed with Earth,
skirt Woodland Green mixed with Obsidian Black, hair Swamp Brown mixed with Koralon Yellow, hairband Marine Blue and leather parts Junker Brown. Metal Parts are block painted with Gun Metal, gold parts with Lucifer Bronze.

Stage 2:
Highlight by layering up: Skin with Tanned Flesh, boots with a mix of Leviathan Grey and Obsidian Black, leather parts with a mix of Junker Brown and Leather Brown. All other parts are highlighted by adding Prime White to the mix of stage 1.
Metal parts are highlighted by drybrushing with Chainmail, gold parts with Polished Bronze.

Stage 3:
Add final highlights by layering up: All parts by adding more Prime White to the mix of stage 2. Colours should be thinned down with a drop of water to give a smooth result. The tattoos are done with Marine Blue, highlighted with a mix of Marine Blue and Prime White. Metal Parts are highlighted by drybrushing with Synthan Silver, gold parts with Karas Gold, lower parts are washed with Metal Wash.

Obsidian Black
Prime White
Marine Blue
Koralon Yellow
Lucifer Bronze
Karas Gold
Gun Metal
Synthan Silver
Metal Wash
Tanned Flesh
Leather Brown
Leviathan Grey
Junkers Brown
Woodland Green
Earth
Chainmail
Swamp Brown
Polished Bronze
Spear Shaft Brown

CONVICT GRENADIER

Stage 1:
Undercoat the figure black. Block paint: Clothes Swamp Brown mixed with Obsidian Black, armour Leather Brown mixed with Sun Yellow and Koralon Yellow,
grenades Woodland Green mixed with Obsidian Black, leather parts Junker Brown mixed with Obsidian Black, skin Tanned Flesh mixed with Earth and scabbard
Erg Red mixed with Obsidian Black. Metal Parts are block painted with Gun Metal.

Stage 2:
Highlight by layering up: Clothes with Swamp Brown, leather parts with a mix of Junker Brown and Leather Brown, skin with Tanned Flesh. All other parts are highlighted by adding Prime White to the mix of Stage 1. Metal parts are highlighted by drybrushing with Chainmail.

Stage 3:
Add final highlights by layering up all parts by adding more Prime White to the mix of stage 2. Colours should be thinned down with a drop of water to give a smooth result. Metal Parts are highlighted by drybrushing with Synthan Silver, lower parts are washed with Metal Wash.

Obsidian Black
Prime White
Erg Red
Gun Metal
Synthan Silver
Tanned Flesh
Leather Brown
Junkers Brown
Woodland Green
Earth
Chainmail
Swamp Brown
Sun Yellow

OTHER ARMIES YOU CAN COLLECT

SYNTHA

HK 2000 Tornado Grav Bike

Xiao 3.14 Pi

Neura

Warmachine

KORALON

Tactical Arakton with Spine Blaster

Devi, Arakton Champion

Assault Arakton

Grendel

VIRIDIAN

Fenrir

Leutenant Johnny ‘G’

Marine Scout

Major Icharus Trask

VASA

Commander X

Female Shuriken Guard

Archangel

GSX 900 Viper Wing Sergeant

THE JUNKERS FORCE BOOK

Junkers are a grim authoritarian empire, ruled over by a Senate whose identity is kept secret even from their own armed forces. Due to the casual attitude towards human life in the Junker military there is no stampede to join, so large numbers of convicts are pushed into service. The Junkers military hardware is crude and they rely on overwhelming the enemy with weight of numbers rather than sophisticated battle plans.

The Junker Force Book includes:

- **Detailed background on the Junkers, their technology, colonies and role within Pan-Humanic Space.**
- **Junker army list.**
- **New units such as Suicide Bikers, Marauders, and "The Red Fox".**
- **Plenty of full colour illustrations, and photographs of miniatures and terrain.**
- **Stage-by-stage painting guides.**

This book is a supplement for Void 1.1 miniature battle-system. To use this book for playing Junker armies you must have access to a copy of the Void 1.1 rulebook, or download it for free at www.i-Kore.com

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Junker Legionaries advance into a VASA controlled sector

Junker Legionaries skirmish with Viridian Marines